**Alchemy** – Clarified learning new potions

**Using Essence to Learn New Potion Recipes**

Most people know that you can use essence to create magic weapons, armor and jewelry. However, did you know you can also use essence to learn new potion recipes?

Many new alchemists are confused about how to learn new potion recipes. You get a handful of low-tier recipes at the beginning of the game, and you can buy a few more recipes as you find NPCs and stores around the world. However, there is a whole library of recipes that you cannot learn from NPCs. The only way to learn these special recipes is to use essence.

The process is simple. You start with a Base Potion of the correct tier. You then add the essence and succeed at an alchemy skill test. If you succeed, you now have an identified potion. Each essence has a number of unlockable recipes – usually around 4 or so. The potion you get is randomly chosen from the possible potions that can be unlocked by the essence.

If you want, you can “lock” a specific potion recipe to a specific essence by using a scribe’s recipe book. Every book stores the set of ingredients you used and then locks it to a particular result. Later, if you make a potion using a “locked” essence, you are guaranteed to get the same result.

For instance, one of the earliest essences you will find are Kobold Scales. These things are pretty common on Starter Island, and a beginning alchemist might find himself with several after a few adventures. Scales have .. possible results when used to create a potion:

* Minor Fire Resist
* Minor Poison Resist
* Flame Spittle
* AV +1
* Reflex +2
* Wit +2

If you put a scale into a base potion, you will get one of these possibilities. Let' say we get Flame Spittle. We can either create another potion, getting a new random result, or if we want the ability to reliably create Flame Spittle potions in the future, we can lock the recipe in a recipe book. If I do that, every time I use a base potion and a kobold scale, I will get a Flame Spittle potion.

But… each recipe stores a single set of ingredients and locks it to a single result, and each essence has many possible results. So, does that mean you can only ever craft one possibility from each essence? Sort of… The recipe book records a specific set of ingredients and maps it to a specific potion. Our Flame Spittle potion is created when we use a Tier 1 Base Potion and a Kobold Scale. If we use a Tier 2 Base Potion and a Kobold Scale, we get another randomized result – at the cost of a more difficult and expensive potion to make.

Once a new alchemy recipe is copied into a book, the essence ingredient is replaced by a number of chem resources related to the effect and the tier of the new potion. This is 1d3 for tier 1, 2d3 for tier 2, etc. However, even though an essence is not required anymore for the newly copied potion, that tier potion for that particular essence is locked – you will never learn another result from that specific combination.

Also, there is an unconfirmed rumor that some potions results are super-rare and only show up a fraction of the time. Another rumor tells of unique potions that are only creatable by the first alchemist to discover and lock them in a recipe book.

**Armor** – To further differentiate armor playstyles and give light characters a little buff compared to heavies, the following modifiers apply to all defenses based on the heaviest piece of armor you are wearing:

* No Armor or Light Armor -- +1 to all defenses
* Medium Armor – No change
* Heavy Armor -- -1 to all defenses

This still leaves heavy armor the king of damage mitigation, but gives more reason to possibly “down weight” your armor, and gives L/M characters a relative buff. Though… I should have made the penalties 0, -1, -2 to match the skill check penalties.

**Tactics** – Added ability to hear GM’s brief on the battle for 1 TP. Removed other options that were too expensive to matter.