



Secrets of the Alchemist

by
*Sigfried
Trent*



OPEN DESIGN™

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Advanced Feats: Secrets of the Alchemist

Designer Sigfried Trent

Editor Scott Gable

Artist Christophe Swal

Graphic Designer Matt Widmann

Publisher Wolfgang Baur

Contents

Introduction.....	2
Examining the Alchemist.....	2
30 New Feats for Alchemists.....	3
Character Builds.....	8
Alchemist Build: The Carpet Bomber.....	8
Alchemist Build: The Mighty Mutant.....	9
Alchemist Build: The Mad Scientist.....	9

The feats in the "30 New Feats for Alchemists" section are open content. All other material — including descriptions, proper names, characters, story elements, designer's notes, setting material, flavor text, and society information — is product identity.

©2010 Open Design LLC. All rights reserved.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See

<http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

www.koboldquarterly.com

Expanded Alchemical Options and Builds

By Sigfried Trent

Introduction

More than just a list of feats, Advanced Feats: Secrets of the Alchemist gives you insight into the alchemist class and the tools to make an exciting character that is a “blast” to play. With a class breakdown, 30 new feats, and character builds showing you how to put it all together, the Advanced Feats series takes character building to a higher level.

The *Advanced Feats* series takes the idea of a feat supplement a bit further. Instead of providing a dry list of feats, *Advanced Feats* helps you put them into context to build interesting and powerful characters.

For the advanced player, we hope to spark your imagination. For the casual player, we hope to show you the path to making fun characters. For the GM, *Advanced Feats* provides feats that your players can use without slowing down or unbalancing your adventures.

Advanced Feats draws heavily on the *Netbook of Feats*, an Open Gaming License (OGL) publication for feats in the d20 system. As its chief editor, I have more than 10 years of experience crafting and editing feats for playability, accuracy, and balance. Before publication, feats in the *Netbook of Feats* are reviewed by a panel of experienced rules experts, and only a select number are accepted for publication.

Advanced Feats takes this a step further by selecting the best and most applicable feats for the class highlighted. Each feat in this book has been either carefully re-worked to be fully compatible with the Pathfinder Roleplaying Game or created specifically for this book based on the new *Advanced Player's Guide* classes.

Examining the Alchemist

At first blush, an alchemist is just a character that mixes potions and throws bombs, but digging deeper reveals an interesting mix of abilities and skills for a multi-faceted and unique experience --- that may still throw a few bombs.

This character examination assumes you have already read the class itself. If you haven't reviewed it yet, take a look at the *Advanced Player's Guide* before getting started here.

Bombs!

The bomb ability is the first thing that jumps out about the alchemist class and gives it the whole “mad bomber” vibe. Bombs provide a non-spell way of producing offensive spell-like effects. Because both the number of bombs and the power of your bombs increases with level, they start fairly weak and end exceptionally strong: a 1st-level alchemist has around 5d6 damage worth of bombs/day and

a 20th-level alchemist may have more than 300d6 damage worth of bombs/day.

Because bombs are thrown as a weapon rather than cast as a spell, it is much easier to increase the number of bombs you can throw in a round. Because they are touch attacks, it is much easier to hit with secondary attacks than with other ranged weapons. And while the range of a bomb is short, the touch attack means range penalties are less of a concern for the aspiring bomber.

The splash damage from bombs can also be a great boon if used wisely, or it can cause problems in tight quarters. Fortunately, one of the alchemist's bomb-enhancing discoveries, precise bombs, offers a simple solution.

Extracts

Extracts blur the lines between spells and potions. While they are learned like spells and progress as you rise in level like spells, you don't cast them so much as drink them, so you do not need to worry about interruptions, counterspells, arcane spell failure, or any of the usual challenges a caster faces.

On the other hand, you can't use metamagic or feats pertaining to spells with extracts. What is less clear is if you must pull them from your inventory before use or if feats and abilities that apply to potions can also be applied to extracts. No doubt, future FAQs will provide official answers to these questions.

The alchemist's extract formulae list offers players an interesting mix with a strong focus on defensive buffs, physical transformations, and cures. In a way, the alchemist is something of a blank slate, and their extracts color in a tapestry of offensive and defensive options.

Potions

With the free Brew Potion feat, alchemists essentially extend their spell list or share select spells with the party. Nearly any caster can brew potions if they choose to, but the alchemist's formulae list covers nearly every type of potion, making them a one-stop shop for all your quaffing needs.

Mutagens

For the most part, the mutagen feature simply improves the character's self-buffing potential. In this case, the long-lasting physical stat buff of a mutagen grows stronger and lasts longer as the character levels up.

In many ways, the mutagen works like a potent extract, giving the alchemist greater physical traits or natural weapons by drinking a potion-like substance.