

FANTASTIC FEATS

- VOLUME XXI -

ALCHEMISTS



Preface

Fantastic Feats Volume 21

Alchemists

Fantastic:

Adjective - Strange, different; imaginary

Characters in rpgs often have abilities are not tied to their class, race or skill, although they may be related/useful to it. These are called Feats.

They may be combat related, a way to tweak spells or even to do with the crafting of an item. Some will be useful to almost everyone, others only in very certain circumstances.

This edition of “Fantastic Feats” – a series of feats based around a certain theme or subject – is themed around Alchemists, those masters of the potions and exlirs.

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Alchemist Feats

All but one of these feats – Potion Affinity - can only be taken by those who have the appropriate levels in the alchemist class, in addition to any other requirements the individual feats may have.

Alchemy Crafting Expert

The art of Alchemy comes naturally to you the same way swimming does to a fish and making alchemical potions and such is much easier for you.

Prerequisite

1st level, INT 14

Benefit

+2 to any Craft (Alchemy) skill checks

Special

Can be taken multiple times, increasing the INT requirements by +1 each time.

Better Bombs

Either you know just how to tweak the ingredients or you got reflexes like an eagle. Either way the result is the same, dodging your bombs is now just a little bit harder.

Prerequisite

1st level, INT 14 or DEX 14

Benefit

+1 to the effective level of the alchemist when determining the DC for Reflex saves against the bombs they use.

Damaging Bombs

Your superior knowledge of bombs results in devices that are more damaging and effective when compared to ones made by your peers.

Prerequisite

1st level, INT 14

Benefit

The minimum damage of any bombs the alchemists uses increase by +1

E.g. 1-6 damage becomes 2-6 etc.

Special

Can be taken twice, increasing the INT requirements by 1.

Potion Affinity

You just how to tweak any potion you drink in such a way as to make it more effective when you drink it. Even better results if you can make the potion yourself.

Prerequisite

1st level, CON 13

Benefit

Once per day, any potion the alchemist drinks can have +1 to any random dice roll made from it (health restored, duration etc.).

If this potion is one the alchemist made for themselves, then they may re-roll the random dice roll they are trying to improve as well, but must accept second result.

Special

Can only be taken once by non-alchemists and the time frame of use is increased to once per week.

Alchemists can take this feat as many times as desired to increase the number of potions it can affect, but increases the requirements by +1 each time.

Powerful Mutagens

Your superior knowledge of alchemy leads your research down some interesting paths, one of which makes your mutagens more effective.

Prerequisite

1st level, INT 13 or CON 13

Benefit

The alchemist effective level is +1 when determining the effective level of effects of any mutagens.

Special

Can be taken multiple times but increases the INT / CON requirements by +1 each time.

Splash Damage Increase

You have figure out the optimal way to throw anything to increase the splash damage it makes. You allow for wind, the weight of the object and distance thrown, plus a thousand other factors. Your colleges think you a bit odd, but the results speak for themselves.

Prerequisite

1st level, DEX 14 or INT 14

Benefit

Any splash damage the alchemist makes has its minimum damage increased by +1.

Stronger Extracts

By using superior methods of extraction, higher quality (but not always more expensive) ingredients and materials, you have figure out tweaks to your extract recipes that make them better than your peers and sometimes on a par with those you consider you better.

Prerequisite

1st level, INT 14

Benefit

+1 to the alchemist's effective level when determining the DC to resist the extract or other effects based on the alchemists level.

Special

Can be taken multiple times, increasing the INT requirements by +1 each time this feat is taken.

Coming soon

Empire Builder

- Country Name Generator -

The first in the Empire Builder on-going series deals with generating your country name and title.

Super-hero name generator

Every hero has a name, even Captain Whats-his-name. This generator will help you with this aspect of creating a hero, with other parts in the series coming later.

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