

**Concept:** Elixirs, Oils, Poultices, Poisons, Potions, and Salves  
Constitution-, Intelligence-, and Wisdom-based

**Hit Dice:** d8

Level	BAB	Fort	Ref	Will	Special
1st	+0	+2	+0	+2	Brew Potion, <i>detect poison</i> , recipe book
2nd	+1	+3	+0	+3	Master mixer, summon familiar
3rd	+2	+3	+1	+3	Improvise potion 1/day

**Skills (4 + Intelligence):** Appraise, Concentration, Craft (any), Decipher Script, Heal, Knowledge (arcana), Knowledge (dungeon), Knowledge (nature), Profession (any), Search, and Survival.

**Weapon and Armor Proficiencies:** You are proficient with all simple weapons and with one martial weapon of your choice. You're also proficient with light armor but not shields.

**Brew Potion:** You receive Brew Potion as a bonus feat at 1st level, and your caster level for the purpose of creating potions is equal to your alchemist level + 2. In addition, you ignore the daily limit for brewing potions. You can create a number of potions per day equal to your Intelligence modifier (minimum 1).

**Recipe Book:** You have a recipe book that allows you to create potions and oils without casting spells. You must have your recipe book present for the entire creation of a new potion.

At 1st level, you can create potions of the following spells: *cure light wounds*, *endure elements*, *jump*, *mage armor*, *magic fang*, and *remove fear*. You can create the following oils (applied to objects): *magic weapon*.

**Detect Poison (Sp):** You can use *detect poison*, as the spell, at-will.

**Summon Familiar:** You can obtain a familiar. Doing so takes 24 hours and uses up magical materials that cost 100 gp. A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent. That creature serves as a companion and servant.

You choose the kind of familiar you receive. As you advance in level, your familiar also increases in power. If your familiar dies or you choose to dismiss it, you must succeed on a Fortitude saving throw (DC 15) or loses 200 experience points per alchemist; success reduces the loss to one-half that amount.

Your experience point total can never go below 0 as the result the demise or dismissal of a familiar. You must wait a year and a day to replace a slain or dismissed familiar. A familiar can be raised from the dead just as a character can be, and it does not lose a level or a point of Constitution.

You may only have one familiar at a time, but you may add the levels of other classes that grant a familiar to your alchemist level for the purpose of determining the traits of your familiar.

**Master Mixer:** You receive a +2 synergy bonus to Craft (alchemy) and Profession (apothecary) at 2nd level so long as you have at least one rank in them.

**Improvise Potion:** Beginning at 3rd level, you can create a potion or oil from ingredients scavenged from your surroundings. Once per day, you create one potion from your recipe book in one minute. The mixture is unstable however, and the potion or oil loses its effects after one hour if not used.

Improvise potions and oils don't cost you gold or experience, and they don't count against your daily limit for the Brew Potion feat.

<b>1st</b>	25 gp	2 exp		<b>3rd</b>	375 gp	30 exp	
<b>2nd</b>	150 gp	12 exp		<b>4th</b>	700 gp	56 exp	