

ALCHEMIST

Alchemists are driven by an endless pursuit of secret and forbidden knowledge, and by the search for ever-new ways to combine it. Great innovators and destroyers alike, they are often consumed by their research. They set out in search of lost libraries, rare ingredients, exotic substances to taste, or wondrous inventions to behold. Refined and learned, they have little trouble winning the favor of rulers and notables willing to fund their studies, pushing the boundaries of incredible transformation a little farther each time. With their potions, vast knowledge, and shrewd advice, Alchemists can prove to be companions as invaluable as they are unpredictable.

DOMAINS

Crucible and Philosophy

STARTING EVASION

11

STARTING HIT POINTS

5

CLASS ITEMS

A pouch containing either a rare component or ingredient, or a piece of chalk that never runs out

HOME BREWER'S HOPE FEATURE

Out of the blue: Spend 3 Hope to immediately create a Potion you are able to make without taking a Rest. This Potion does not count against the number of Potions you can create during a Long Rest.

CLASS FEATURE

Potion Craft

During a Long Rest, you may create Trait Potions or Health and Stamina Potions. You may create a number of Potions equal to your Spellcast Trait. The maximum rarity of the Potions you can create depends on your Tier. Potions last until your next Long Rest, after which they expire and must be brewed again.

- Tier 1: Trait Potions, Minor Health or Stamina Potions
- Tier 2: Health Potions, Stamina Potions
- Tier 3: Major Trait Potions
- Tier 4: Major Health or Stamina Potions

Tips: Keep track of your Potions using the Potion Sheet. The Alchemist can still carry no more than five Consumables and must give any excess Consumables to their allies.

RESEARCHER

Choose either the Researcher or the Occultist subclass.

RESEARCHER

Choose this subclass to support your allies or unleash your creations against your enemies.

■ SPELLCAST TRAIT

Knowledge

■ FOUNDATION FEATURES

Efficiently Spaced: Add your Proficiency to the total number of Potions you can prepare.

Common Cookbook: Add three Potions to the list of Potions you can prepare. Choose them from among the first 12 entries of any Consumables table in any rulebook. Write them on the Potion Sheet. For the purposes of this feature, a “potion” can be any prepared liquid contained in a vessel.

■ SPECIALIZATION FEATURE

Dilute: Whenever you have a few minutes to spare, mark 1 Stress. One Potion you are carrying can be used twice.

Uncommon Cookbook: Add three Potions to the list of Potions you can prepare. Choose them from among the first 36 entries of any Consumables tables in any rulebook. Write them on the Potion Sheet.

■ MASTERY FEATURE

Mixed Mixture: Spend 1 Hope. When preparing Potions during a Long Rest, you may combine the effects of two Potions into a single Potion, paying the full cost of both effects. It still counts as only one prepared Potion.

Rare Cookbook: Add three Potions to the list of Potions you can prepare. Choose them from among the first 48 entries of any Consumables tables in any rulebook. Write them on the Potion Sheet.

Tips: When choosing Potions as you advance through the Researcher subclass, you may want to create your own. Discuss this possibility with the GM, making sure that your creations are in line with those presented in the rulebooks.

OCCULTIST

Choose the Occultist if you want to bless your allies with the power of the stars.

■ SPELLCAST TRAIT

Instinct

■ FOUNDATION FEATURES

Numerology: Choose an Alchemic Number (3, 4, or 10) and describe its mystical significance or why it is sacred to your tradition. Whenever your Duality Dice show that number, gain 1 Hope or clear 1 Stress.

Astrology: During a Long Rest, you may write each character's horoscope. Gain a number of Horoscope Dice (d6) equal to your Knowledge. For each die, choose a character to receive it, make a prediction about them, and choose the type of roll the prediction applies to (Action, Attack or Spellcast). That character may spend the Horoscope Die to add the result to any roll that matches the prediction. Keep your predictions as broad as possible so they can apply in a variety of situations. At level 5, your Horoscope Dice become d8s. Clear any unused Horoscope Dice when you complete a Long Rest. Examples:

- *The Red Planet is ascendant today, you will strike with great force* (Attack Roll)
- *The Green Planet sharpens your mind* (Knowledge or Instinct Roll)

■ SPECIALIZATION FEATURE

Alchemic Animal: Choose one of the following animals: the Crow, the Swan, or the Phoenix. Wear its symbol as a medallion, tattoo, garment, or idol. You may spend a Horoscope Die to activate its ability for yourself or one of your allies. You may change your Alchemic Animal as a downtime action by spending 2 Hope.

- **Crow:** Once per Long Rest, spend a Horoscope Die and add half the result (rounded down) to the target's Proficiency on the next Damage Roll.
- **Swan:** Spend a Horoscope Die to heal yourself or an ally for a number of Hit Points equal to the result.
- **Phoenix:** Once per Long Rest, when you or an ally chooses a Risk It All move, add a Horoscope Die to the Hope Die.

■ MASTERY FEATURE

Cabalist: When creating Horoscopes during a Long Rest, spend 2 Hope and roll a d10. On a 3, gain one additional Horoscope Die. On a 4, gain two additional Horoscope Dice. On a 10, gain three additional Horoscope Dice and recover 1 Hope.

Ouroboros: Add the Ouroboros to your available Alchemic Animals. In order to use the Ouroboros, spend 2 Hope and choose one of the following:

- When you are hit, deal d8 damage to the attacker for each remaining Horoscope Die among you and your allies.
- Once per Long Rest, when you or one of your allies have only 1 Hit Point or 1 unmarked Stress, roll a Horoscope Die. Restore Hit Points or clear Stress equal to the result.

BACKGROUND QUESTIONS

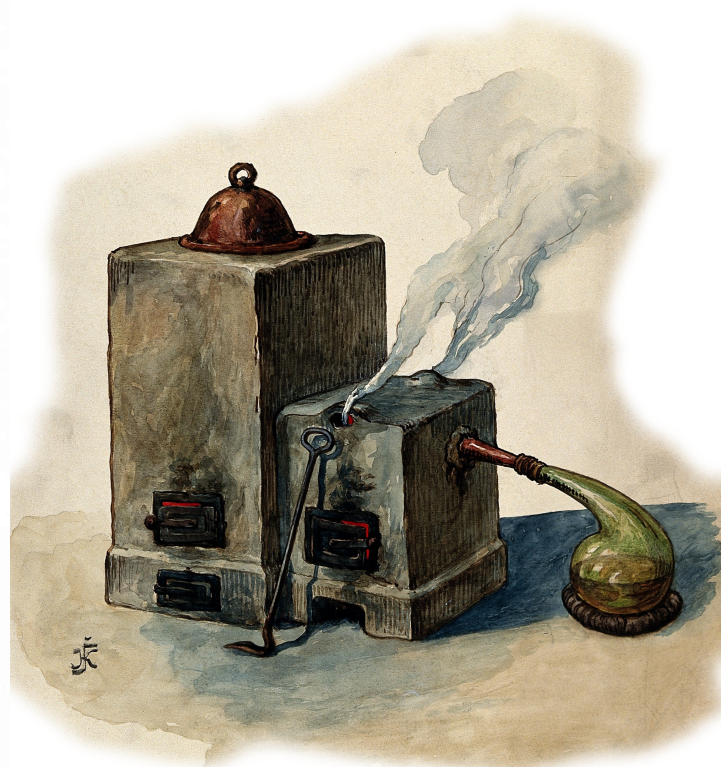
Answer any of the following background questions. You can also create your own questions.

- You are pursuing a great alchemical creation. What are you trying to create, and why is it so important to you?
- Once, one of your experiments went catastrophically wrong. What did you lose, and what did you gain in return?
- Who first inspired your love of learning?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- You always ask me to distill a particular perfume for you. What does it smell like, and why is that scent so important to you?
- Once, I got you caught in one of my explosions. What have you thought of my creations ever since?
- You know something that could be useful to me. What is it, and why are you keeping it from me?





ALCHEMIST

RESEARCHER

Foundation

Efficiently Spaced: Add your Proficiency to the total number of Potions you can prepare.

Common Cookbook: Add three Potions to the list of Potions you can prepare. Choose them from among the first 12 entries of any Consumables table in any rulebook you and your group are currently using. Write them on the additional sheet provided with this subclass.

Daggerheart™ Compatible. Terms at Daggerheart.com



ALCHEMIST

RESEARCHER

Specialization

Dilute: Whenever you have a few minutes to spare, mark 1 Stress. Choose one Potion you are carrying; it can be used twice.

Uncommon Cookbook: Add three Potions to the list of Potions you can prepare. Choose them from among the first 36 entries of any Consumables table in any rulebook you and your group are currently using. Write them on the additional sheet provided with this subclass.

Daggerheart™ Compatible. Terms at Daggerheart.com



ALCHEMIST

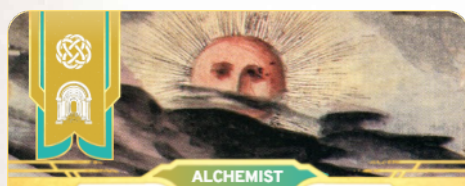
RESEARCHER

Mastery

Mixed Mixture: Spend 1 Hope. When preparing Potions during a Long Rest, you may combine the effects of two Potions into a single Potion. It still counts as only one prepared Potion.

Rare Cookbook: Add three Potions to the list of Potions you can prepare. Choose them from among the first 48 entries of any Consumables table in any rulebook you and your group are currently using. Write them on the additional sheet provided with this subclass.

Daggerheart™ Compatible. Terms at Daggerheart.com



ALCHEMIST

OCCULTIST

Foundation

Numerology: Choose an Alchemic Number (3, 4, or 10) and describe its mystical significance or why it is sacred to your tradition. Whenever your Duality Dice show that number, gain 1 Hope or clear 1 Stress.

Astrology: During a Long Rest, you may write a horoscope for each character. Gain a number of Horoscope Dice (d6s) equal to your Knowledge. For each die, choose a character to receive it, make a prediction about them, and choose the type of roll the prediction applies to. Until your next Long Rest, that character may spend the Horoscope Die to add its result to any roll that matches the prediction. Keep your predictions as broad as possible so they can apply in a variety of situations. At Level 5, your Horoscope Dice become d8s. Clear any unused Horoscope Dice when you complete a Long Rest.

Daggerheart™ Compatible. Terms at Daggerheart.com



ALCHEMIST

OCCULTIST

Specialization

Alchemic Animal: Choose one of the following animals: the Crow, the Swan, or the Phoenix. Wear its symbol as a medallion, tattoo, garment, or idol. You may spend a Horoscope Die to activate its ability for yourself or one of your allies. You may change your Alchemic Animal as a downtime action by spending 2 Hope.

Crow: Once per Long Rest, spend a Horoscope Die and add half the result (rounded down) to the target's Proficiency on the next Damage Roll.

Swan: Spend a Horoscope Die to heal yourself or an ally for a number of Hit Points equal to the result.

Phoenix: Once per Long Rest, when you or an ally chooses a Risk It All move, add a Horoscope Die to the Hope Die.

Daggerheart™ Compatible. Terms at Daggerheart.com



ALCHEMIST

OCCULTIST

Mastery

Cabalist: When creating Horoscopes during a Long Rest, spend 2 Hope and roll a d10. On a 3, gain one additional Horoscope Die. On a 4, gain two additional Horoscope Dice. On a 10, gain three additional Horoscope Dice and recover 1 Hope.

Ouroboros: Add the Ouroboros to your available Alchemic Animals. In order to use the Ouroboros, spend 2 Hope and choose one of the following:

- When you are hit, deal d8 damage to the attacker for each remaining Horoscope Die among you and your allies.
- Once per Long rest, when you or one of your allies have only 1 Hit Point or 1 unmarked Stress, roll a Horoscope Die. Restore Hit Points or clear Stress equal to the result.

Daggerheart™ Compatible. Terms at Daggerheart.com

 **DAGGERHEART**
COMPATIBLE

This product includes material from the Daggerheart System Reference Document 1.0, © Critical Role, LLC, under the terms of the Darrington Press Community Gaming License.
More at <https://www.daggerheart.com>

Class, subclasses and Domains designed by
JhonDeeWasaGenius

All artwork used in this publication is human-made and in the public domain.

The class and subclasses template was created by Sax ([Homebrewery/Reddit](#)) & PerfectlyCircularSeal ([Homebrewery/Reddit](#))