

ALCHEMIST30 gc to hire + 15 gc upkeep

Alchemy has long been a competitor of magic. Where a magician uses the ethereal winds of magic to accomplish powerful feats, the Alchemist is a scientist who can harness the power of earthly materials to rival results of devoted priests and even great wizards. People have need of potions. Potions against ailments, potions for love... potions for death.

There is money to be made and some alchemists seek adventure as well as employment. The Alchemist will hire out to anyone who can afford the gold for ingredients and his unique skills.

Profile	M	WS	BS	S	T	W	I	A	Ld
Grave Robber	4	2	2	3	3	1	4	1	7

May be Hired: Any warband not opposed to the use of gunpowder may hire the Alchemist.

Rating: An Alchemist increases the warband's rating by +20 points plus 1 point for each Experience point he has.

Weapons/Armour: The Alchemist is armed with handgun and dagger, and of course potions.

Skills: The Alchemist may choose from Shooting, Alchemy, or a new randomly determined potion recipe when he gains a new skill. Reroll any duplicate recipes you learn.

SPECIAL RULES:

Alchemist: The Alchemist knows two randomly determined potion recipes to begin with as he is hired.

Potions: These are the results of the recipes the Alchemist knows. All potions are to be used at the start of the battle. The exploding potion is an exception to this rule. (Throwing potions follow the rules for thrown weapons.) The potions made by the alchemist are good for the duration of 1 battle, after that they become useless.

If the alchemist uses the potion on himself, or his own equipment, he will never suffer the negative consequences; he is smart enough to avoid those. However, should another warrior suffer repercussions from potion use (abuse?), he will refuse to use any further potions. He's not game enough to try that new fangled hocus pocus again!

Before battle the alchemist is allowed to produce potions from 2 different recipes.

Recipes used produce D3 -1 potions each battle.

ALCHEMY SPECIAL SKILLS LIST:

Adept potionmaker: An alchemist with this skill is much faster in preparing potions. This allows the alchemist to produce +1 potion of a chosen recipe he knows,

before battle. Note that this skill can enable him to take 3 different potions to battle instead of the normal 2.

Powder and Gun Specialist: The alchemist knows the innermost secrets of creating superior blackpowder and tinkering with blackpowder weapons. This allows people to do great feats with their weapons, though the firing almost is certain to damage it. One blackpowder weapon per game may increase its range with 6" and hits at +1S. This cannot be combined with the Hunter skill. The blackpowder misfire table is mandatory now.

POTION RECIPES:

1. Potion of Flames

When the Potion of Flames is applied to a weapon blade, seering blue flames of alchemical fire burn brightly. Far hotter than ordinary fire, water has very little effect on the flames this potion creates.

This potion can be used on one weapon and the weapon will become engulfed with flames, which counts as +1S for that weapon. Creature/characters susceptible to fire suffer 2 wounds instead of one. After the battle roll a D6, on a 1 the weapon is to burned to be useful again, now it is worthless.

2. Leather Skin Potion

When a man drinks the Leather Skin Potion, his skin becomes tough and leathery, reducing blows that would ordinarily cause deep wounds to mere scratches.

This potion makes your skin become leathery and scaly, your skin now gives you a 5+ armoursave, which cannot be modified beyond 6+. This armoursave cannot be used if the model is wearing bodyarmour, though it may be combined with a shield. After the battle roll a D6, on a 1 the skin tears and the character must roll on the serious injury table (reroll death, capture and send to the Pitts result).

3. Muscle Potion

The Muscle Potion causes huge sinewy muscles to sprout from a drinker's body, enabling them to perform feats of strength far beyond an ordinary man.

It makes the muscles of the user bulge and grow, he will be +1S for the rest of the battle. This may take the character beyond his racial max. After the battle roll a D6 on a 1, the character will be weak next battle, -1S for that battle.

4. Exploding Potion

When certain elements are mixed together, the alchemist can create incredibly volatile solutions. When thrown, these potions explode into brightly coloured flames.

This potion can be thrown and explodes when it hits the target, with a S5 hit. If the potion is missed it rolls D3" in a random direction and explodes there. When a potion explodes it gives everything within 1" radius a S3 hit. On a 1 to hit it goes D3" in a random direction from the thrower.

4. Berserker Potion

An insatiable heat courses through the veins of one who drinks the Berserker Potion.

This stirs the drinker into a maddened frenzy, driving them towards acts of incredible aggression and violence.

The character, which drinks this, becomes frenzied. After the battle roll a D6, on a 1 the character will miss next battle due to being too ill to fight.

6. Potion of Speed.

The Potion of Speed gives the warrior a temporary boost to his stamina. Should the potion be drunk, it will push the warrior's ability to the limit that his mortal frame will go.

This potion may be rubbed onto the legs and arms of a single warrior. For the duration of the battle, the affected model is at +1M and +1I. Alternatively, the potion may be drunk instead of rubbed on, in which case it will increase the warrior's Initiative to 10 and Movement value to 6. However, should the potion be consumed, he will undoubtedly fall ill and miss the next game while recovering. The Alchemist will not himself DRINK the potion.