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CLASSES OF NEOEXODUS: IMPERIAL APOTHECARY



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CLASSES OF NEOEXODUS: IMPERIAL APOTHECARY

The turbulent, war-scorched world of Exodus leaves healers in high demand. Warriors are needed to combat myriad threats, from border skirmishes to blood cults to the rampaging locari and barbarian hordes. It is imperative, then, that wounded soldiers are swiftly healed so as they can return to the front lines. While clerics excel at this, too often their mixed loyalties get in the way of their job. It is no surprise, then, that this Sisyphean task falls on the shoulders of the Imperial Apothecary, the unsung hero of the armies of the great houses.

COMBAT

The Imperial Apothecary's holistic healing talents are drawn from medicine, herbalism, alchemy, and astrology. Just as the Alliance tends to the vitality of its member houses, the Imperial Apothecary does the same for its armies. Apothecaries know how to treat the many grievous forms the wounds of war take. While some work effectively behind the scenes by brewing a wide variety of healing potions, members of this class have a place in the thick of combat, too. His extensive knowledge of anatomy makes the Imperial Apothecary a deadly combatant, able to take down his enemies with surgical precision.

Unfortunately, constantly tending to the wounded and dying steadily grinds away at the apothecary's sanity. While many join this group out of a genuine desire to help others, they soon lose their enthusiasm and settle into the doldrums of their daily routine. After all, even the worst injury is nothing that they haven't seen before. A few particularly jaded apothecaries even approach new types of wounds with giddy excitement. Indeed, strange psychological ticks are often proof of an apothecary's experience. But despite their quirks, the apothecary's companions readily accept his company—after all, their lives depend on it.

TRAINING

Much to the pleasure of the army's recruiters, imperial apothecaries can be drawn from a variety of backgrounds. Rangers, paladins, druids, and clerics can all enter this class on low levels (though the last two are often as effective healers without this class). Experts drawn from the ranks of the common folk also become competent members of this prestige class. The Born Healer feat (see the feats section, below) can put members of other classes on the fast track to becoming an Imperial Apothecary. Because of their emphasis on accuracy, apothecaries benefit

from a high Dexterity score. Wisdom is also key, as it improves those important Heal checks and helps the apothecary keep his cool in the chaos of battle.

REQUIREMENTS

To qualify to become an Imperial Apothecary, a character must fulfill all the following criteria.

Skills: Heal 6 ranks, Craft (*alchemy*) 2 ranks, Knowledge (*nature*) 2 ranks, Profession (*herbalist*) 2 ranks

Feats: Skill Focus (*Heal*), Weapon Finesse

Special: Must own a healer's kit.

CLASS INFORMATION

The following information pertains to the Imperial Apothecary prestige class.

HIT DICE

An Imperial Apothecary member gains 1d8 plus constitution modifier hit points per level.

CLASS SKILLS

The Imperial Apothecary's class skills (*and the key ability for each*) are Concentration (*Con*), Craft (*Int*), Heal (*Wis*), Knowledge (*arcana*) (*Int*), Knowledge (*local*) (*Int*), Knowledge (*nature*) (*Int*), Profession (*Wis*), and Sense Motive (*Wis*).

Skill Points per Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the Imperial Apothecary prestige class.

WEAPON AND ARMOR PROFICIENCY

Imperial apothecaries are proficient with all simple weapons and with light armor (*but not shields*).

IMPROVED FIRST AID-EX

Beginning at 1st level, the Imperial Apothecary can make a DC 10 Heal check to restore hit point damage. This check takes one minute and requires one usage of supplies from a healer's kit. If successful, the apothecary heals 1d6 points of damage, +1d6 points for every 5 points he exceeded the check's DC. Since this ability relies in part on the patient's natural healing capacity, a character can only be healed from improved first aid once per day.

SURGICAL STRIKE-EX

With his ample practice cutting up patients inside field hospitals, the Imperial Apothecary can do the same to his foes on the field of battle. This signature

IMPERIAL APOTHECARY

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Improved first aid, surgical strike +1d8
2	+1	+0	+3	+3	Apothecary's secrets I, surgical strike (<i>sickening</i>)
3	+2	+1	+3	+3	Expanded healing techniques, surgical strike +2d8
4	+3	+1	+4	+4	Perfect health +2, surgical strike (<i>bleeding</i>)
5	+3	+1	+4	+4	Bloodletting, surgical strike +3d8
6	+4	+2	+5	+5	Apothecary's secrets II, surgical strike (<i>blinding</i>)
7	+5	+2	+5	+5	Improved long-term care, surgical strike +4d8
8	+6	+2	+6	+6	Perfect health +4, surgical strike (<i>dazing</i>)
9	+6	+3	+6	+6	Restore the dead, surgical strike +5d8
10	+7	+3	+7	+7	Apothecary's secrets III, surgical strike (<i>stunning</i>)

maneuver, called a surgical strike, takes a full-round action to perform and can only be attempted with certain weapons. In melee, only piercing or slashing weapons wielded with the Weapon Finesse feat can be used to make a surgical strike. Ranged surgical strikes can be performed with light thrown weapons (*including darts and shurikens*) that do piercing or slashing damage, and with bows, crossbows, or firearms (*assuming they exist in the campaign world*). The precision required for ranged surgical strikes means that they can only be attempted if the target is within 30 ft. of the apothecary.

At 1st level, a surgical strike does +1d8 points of damage. At every odd level thereafter, the apothecary's surgical strikes do an additional 1d8 points of damage. Like a sneak attack, a surgical strike is only effective against creatures vulnerable to critical hits. The fortification property of magic armor (*and related abilities*) can negate the effects of a surgical strike.

Beginning at 2nd level, the apothecary can trade some of his bonus surgical strike damage dice to inflict an enemy with a variety of debilitating conditions. These conditions last for one round (*except for a bleeding strike, which does damage*) and can be negated with a Fortitude save ($DC\ 10 + \text{number of levels in this prestige class} + \text{the apothecary's Wis bonus}$). See the condition summary in the core rules for more information on the effects of these attacks.

- **Sickening strike:** A deft slash or stab to an enemy's torso causes him to feel weak and uneasy. The foe suffers from the sickened condition for one round, taking a -2 penalty to attack

rolls, weapon damage rolls, saving throws, skill checks, and ability checks. A surgical strike that inflicts this condition does 1 less die of damage.

- **Bleeding strike:** With a painful cut to the target's neck or arm, the Imperial Apothecary creates a grisly bleeding wound. If the target fails a Fortitude save, he takes 1d2 points of Constitution damage from the blood loss. This type of surgical strike does 2 less dice of damage.
- **Blinding strike:** By attacking near the target's eyes, the Imperial Apothecary can temporarily blind an enemy. With a failed Fortitude save, the target is blinded for one round. A blinding surgical strike does 3 less dice of damage.
- **Dazing strike:** A well-placed attack to the head can briefly faze the apothecary's enemy. Unless he passes a Fortitude save, the target of a dazing strike can take no actions for one round. A dazing surgical strike does 4 less dice of damage.
- **Stunning strike:** With an exacting blow to a foe's solar plexus, the apothecary can stun an enemy for one round. Like the other attacks, a Fortitude save can negate this condition. A stunned creature can take no actions, drops whatever it is holding, takes a -2 penalty to AC and additionally loses its Dex bonus to AC. A stunning surgical strike does 5 less dice of damage.

APOTHECARY'S SECRETS-EX

The apothecary continues to delve into the science of medicine, and has learned the means to create new and potent healing items. Of course, patients must beware the often-dangerous side-effects of the apothecary's drugs. When he initially gains this ability at

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2nd level, the apothecary learns how to brew ability tonic, battle stimulants, healing salves, and medicine. At 6th level, the apothecary gains the second tier of this ability and can make improved medicine, necromantic osmosers, and regenerative draughts. Upon learning the final tier of the apothecary's secrets at 10th level, the Imperial Apothecary can create defossilizers, elixirs of life, and greater medicine. These recovery items are detailed below.

All the items that the Imperial Apothecary can create, despite their potency, are nonmagical. As such they can be used in antimagic zones and can't be suppressed via dispel magic and similar effects.

The Imperial Apothecary can expediently create these medical supplies, too. At 2nd level, he is skilled enough to brew 300 gp (*by market price*) worth of healing items per day (*as defined as the items he can create via the apothecary's secrets ability, as well as antitoxins*). Note that this is in place of the typical craft rules and, unlike magic item creation, the apothecary can make multiple items in one day. At 6th level, the apothecary can make 600 gp worth of items in a day. Finally, he can create 1,000 gp of healing items per day at 10th level.

To make an item, the apothecary must buy raw materials that cost three-quarters of the item's market price value. These healing items cost no XP to create. The apothecary must also make a successful Heal check against the craft DC of the item; he can take 10 on this roll. Failing this check ruins half of the raw materials used in the item's creation. Lastly, the Imperial Apothecary must have access to a comfortable work space, such as a lab or kitchen. When away from these amenities of civilization, the apothecary can attempt to brew healing items with improvised equipment, taking a -5 circumstance penalty to his crafting check and halving the amount of gp worth of items he can create in one day. (*An apothecary who spends lots of time in the field should invest in a portable apothecary's lab*)

While outdoors, the apothecary can search the wilds for herbs and other materials used in creating healing items. This takes a day's worth of work (*which can be done while doing other tasks, like traveling*) and allows the apothecary to make a Knowledge (*nature*) or Profession (*herbalist*) roll; his check result is the amount of gp worth of raw materials he is able to scrounge up. In especially lush surroundings (*like forests or jungles*), double this result; in barren environments (*mountains, deserts*), halve it.

EXPANDED HEALING TECHNIQUES-EX

By 3rd level, the Imperial Apothecary is skilled enough to cure a wider variety of maladies with the Heal skill. He can now remove the dazed, stunned, and sickened conditions with a successful DC 20 Heal check. Using this ability is a standard action that provokes an attack of opportunity.

PERFECT HEALTH-EX

Time spent around the sick and wounded has done much to increase the apothecary's own resilience to disease. Of course, the occasional preemptive anti-venom is a big help, too. At 4th level, the apothecary gets a +2 bonus to saving throws against poisons and diseases. At 8th level, the bonus increases to +4.

BLOODLETTING-EX

With this unsettling form of treatment, the apothecary corrects an imbalance in his patient's humours via targeted blood loss. This procedure can be performed either with leeches or a sharp knife, a choice that patients are not fond of making. Performing bloodletting takes one minute and requires a DC 15 Heal check. If successful, the apothecary cures 1 point of ability damage to any ability score except Constitution, plus an additional point of ability damage per 5 point he exceeded this check's DC. The patient also suffers 1 point of Constitution damage in the process. If unsuccessful, the patient still suffers this point of Constitution damage. A botched attempt at bloodletting occurs when the apothecary fails the check by 5 or more or rolls a natural one; in this case, the healing attempt fails and the patient takes 1d4 points of Constitution damage.

IMPROVED LONG-TERM CARE-EX

Upon reaching 7th level, the Imperial Apothecary's medical training is extensive enough that he can better help the injured recover. He can administer long-term care with the Heal skill to up to a dozen patients. Additionally, he can choose to concentrate on healing select patients; these patients count as two towards the apothecary's limit of 12 per day, but heal triple the amount of damage from rest (*rather than double*).

RESTORE THE DEAD-EX

At 9th level, the Imperial Apothecary is so skilled at healing that even death is not beyond his treatment. The apothecary can attempt to restore a recently slain (*within 1 minute*) patient to life as a full-round action. He must pass a DC 30 Heal check (*this is too difficult for the apothecary to take 10 on*). If successful, the

NEW HEALING ITEMS

Item	Market Price (gp)	Craft DC (tier)	Effect
Ability tonic	600	20 (I)	+6 to one ability, -2 to another
Battle stimulants	200	20 (I)	+2 Spot and Listen, 10 temp hp
Defossilizer	2000	30 (III)	Cures petrification
Elixir of life	4000	35 (III)	Cures all damage, but may be deadly
Healing salve	50	15 (I)	Converts 2d6 damage into subdual
Medicine	280	15 (I)	Cures 1d10+5 damage
Medicine, improved	800	20 (II)	Cures 2d10+10 damage
Medicine, greater	2000	25 (III)	Cures 3d10+25 damage
Necromantic osmoser	400	20 (II)	Removes one negative level
Regenerative draught	1200	25 (II)	Fast healing 3 for one minute

deceased patient must make a DC 20 Fortitude save; if both the patient and the apothecary succeed, the patient is resuscitated back to life, becoming stabilized at -9 hit points. If the apothecary fails the Heal check, or the patient fails his Fortitude save, this technique fails and cannot be retried. Restore the dead cannot be used on characters slain by a disintegrate spell or similar effects, or by undead with the create spawn ability.

SECRETS OF THE APOTHECARY

Listed below are the specialized healing items that the Imperial Apothecary can create. These items are used just like potions, except as noted below. As helpful as these concoctions are, they are still experimental—be wary of the side effects!

PORTABLE APOTHECARY'S LAB

This bulky case houses a number of tools—such as a mortar and pestle, wire stands, tin beakers, scales, and knives—perfectly suited to the tasks of an apothecary. This kit allows an Imperial Apothecary to brew healing items in the field as if he had access to a lab, negating the crafting penalties for using improved equipment.

Cost: 50 gp

Weight: 15 lbs

ABILITY TONIC

Ability tonic is a class of potion that temporarily throws the body's humours out of alignment. However, the apothecary is skilled enough to make this change beneficial overall. Ability tonic gives a +6 enhancement bonus to one ability score and a -2

enhancement penalty to another; its effects last for one hour. There are six types of ability tonic:

Muscle Tonic: +6 Strength, -2 Dexterity

Agility Tonic: +6 Dexterity, -2 Constitution

Stamina Tonic: +6 Constitution, -2 Strength

Brain Tonic: +6 Intelligence, -2 Wisdom

Mind Tonic: +6 Wisdom, -2 Charisma

Charm Tonic: +6 Charisma, -2 Intelligence

A character can only get an enhancement bonus from one tonic at a time. Drinking another realigns the imbiber's humours, ending the ability score bonus provided by the previous tonic (but not the penalty).

Cost: 600 gp

Craft DC: 20

Ability: Secrets of the Apothecary I

BATTLE STIMULANTS

This potent capsule makes the user less susceptible to pain and more sensitive to faint sounds and movements. The effects of battle stimulants last for one hour and grant the subject a +2 alchemical bonus to Spot and Listen checks and 10 temporary hit points. The subject can also ignore the penalties of fatigue during this time. After an hour, these temporary hit point fade and the user becomes fatigued (*a user who is already fatigued becomes exhausted, and one who is exhausted falls unconscious*).

Cost: 200 gp

Craft DC: 20

Ability: Secrets of the Apothecary I

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DEFOSSILIZER

This fine green powder causes stinging pain when touched. However, it can be used to undo the effects of petrification, restoring a petrified patient to flesh and blood. If defossilizer powder is careless applied to a subject who is not petrified, the subject must make a DC 20 Fortitude save or take 2d6 points of damage. Creatures with the earth subtype hit with this powder (*a touch attack in combat*) must save or suffer 6d6 points of damage and have their natural armor bonus to AC reduced by 4 for one day.

Cost: 2000 gp

Craft DC: 30

Ability: Secrets of the Apothecary III

ELIXIR OF LIFE

This hot, bubbling potion is infused with roiling energy. It is considered the apex of the apothecary's craft, yet it is as dangerous as it is potent. Consuming this elixir will instantly restore all hit point and ability damage suffered by the drinker, but this sudden shock can ravage his system. This stuns the drinker for one round and, after being healed, he must make a DC 10 Constitution check; if unsuccessful, he suffers 3d6 points of Constitution damage.

Cost: 4000 gp

Craft DC: 35

Ability: Secrets of the Apothecary III

HEALING SALVE

This useful herbal ointment alleviates pain and helps wounds heal faster. Applying a healing salve to someone (*a standard action*) converts 2d6 points of hit point damage into subdual damage. A healing salve will also stabilize a dying recipient. Healing salves have the advantage of not needing to be drunk, making them perfect to use on wounded or busy companions.

Cost: 50 gp

Craft DC: 15

Ability: Secrets of the Apothecary I

MEDICINE

The most essential healing item in the apothecary's arsenal, medicine is used to cure physical damage. Quaffing a draught of medicine cures 1d10+5 hit points worth of damage.

Cost: 280 gp

Craft DC: 15

Ability: Secrets of the Apothecary I

IMPROVED MEDICINE

This more potent—and more expensive—form of medicine heals 2d10+10 points of damage when consumed.

Cost: 800 gp

Craft DC: 20

Ability: Secrets of the Apothecary II

GREATER MEDICINE

Greater medicine is as strong as this healing item can get. It cures an astonishing 3d10+25 points of damage when drunk.

Cost: 2000 gp

Craft DC: 25

Ability: Secrets of the Apothecary III

NECROMANTIC OSMOSER

This sallow, viscous sludge smells foul and tastes even worse. Consuming the necromantic osmoser is a torturous experience, though sometimes necessary given its negative-energy absorbing properties. Drinking this substance removes one negative level from the consumer, but causes him to be nauseated for one minute. Levels lost permanently from energy draining, however, cannot be restored. Consuming more than one dose of necromantic osmoser in the course of 24 hours causes 1d4 points of Constitution damage, or 1 point of Constitution damage on a successful DC 15 Fortitude save.

Cost: 400 gp

Craft DC: 20

Ability: Secrets of the Apothecary II

REGENERATIVE DRAUGHT

The drinker of this potent conglomeration of herbs and troll bile heals injuries with prodigious speed. The consumer of regenerative draught gains fast healing 3 for one minute. After this time, however, the strain from the healing causes the drinker to become exhausted (*if the drinker is already fatigued or exhausted, he falls unconscious instead*).

Cost: 1,200 gp

Craft DC: 25

Ability: Secrets of the Apothecary II

FEATS

The following new feats are of great use to imperial apothecaries.

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BORN HEALER - GENERAL

You have an innate talent of healing the wounds of others. In situations that are truly dire, you can push yourself to accomplish even greater feats of healing.

Prerequisites: Character level 1 (*only*).

Benefit: Heal is always considered to be a class skill for you. In addition, once per day you may make a Heal check with a +5 competence bonus.

CRITICAL PRECISION - GENERAL

Your critical hits are truly deadly.

Prerequisites: Surgical strike +1d8, Heal 12 ranks.

Benefit: Once per round, when you successfully deliver a critical hit against an opponent, you can also inflict bonus damage (*and/or conditions*) to the struck foe with your surgical strike ability. The weapon you score the critical hit with must be capable of performing a surgical strike.

DIVINE TREATMENT - DIVINE

Your deity looks favorably upon your efforts to help the sick and wounded.

Prerequisites: Ability to turn undead, improved first aid class ability, Heal 9 ranks, Good alignment.

Benefit: Whenever you make a successful Heal check that cures hit point damage, you may, as a free action, spend a turn undead attempt to heal an additional amount of damage equal to your cleric or paladin level plus your Imperial Apothecary level.

IMPROVED SURGICAL STRIKE - GENERAL

Your skill in performing sneak attacks makes your surgical strikes that much more damaging.

Prerequisites: Surgical strike +1d8, sneak attack +2d6, Heal 9 ranks.

Benefit: Your surgical strikes do +1d8 points of damage.

POTION GUZZLER - GENERAL

Late nights spent at the tavern have taught you how to chug down potions with great efficacy.

Prerequisites: Quick Draw

Benefit: As a full-round action that provokes an attack of opportunity, you may quaff two potions (*or similar apothecary items*) at once. You must have both of your hands free to use this feat.

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MELEE	<input type="text"/>	HIT POINTS				Search <input type="checkbox"/>
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