

PLAYER Paraphernalia

EVOLUTIONARY ALCHEMIST
(ALCHEMIST ARCHETYPE)

#7



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PLAYER PARAPHERNALIA #7

By the Knotty-Works

Welcome to the seventh issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc®). In this issue a new Alchemist Archetype is introduced.

The Evolutionary Alchemist (Alchemist Archetype)

The Evolutionary Alchemist has unlocked many of the secrets of the summoner and can alter his mutations to allow him to gain evolutions normally restricted to the eidolon. Of course, this comes at an expense of losing the ability to create bombs of his class normally enjoy.

The Evolutionary Alchemist also gains access to a small sub set of discoveries that grant him even greater control over his ability to evolve while losing the ability to take any discoveries associated with creating bombs.

Evolving Mutagen (Su): At 1st level, the evolutionary alchemist gains an **evolutionary pool** with two points that may be infused with his mutagen. The evolutionary alchemist may select two **1-point evolutions** when he brews his mutagen and when the mutagen is consumed those evolutions are applied to the evolutionary alchemist. This is in addition to the physical alterations chosen by the evolutionary alchemist when the mutagen was created. The evolutions gained automatically take effect when the mutagen is consumed and are lost when the mutagen's duration ends.

The evolutionary alchemist gains an additional point to his evolutionary pool every other level beginning at 3rd level. The evolutionary alchemist treats his class level as the equivalent summoner level in regards to

determining access to evolutions that may only be granted at certain levels.

This ability replaces the alchemist's bomb class ability.

Evolutionary Discoveries (Su): The evolutionary alchemist gains the following discoveries that may be gained starting at 2nd level. The evolutionary alchemist may not take any discovery that create or alter bombs.

Evolutionary Bonus (Su)

Benefit: The evolutionary alchemist gains two additional points to his evolutionary pool. This discovery may be taken more than once, but the total number of points in his evolutionary pool cannot exceed his class level +1.

Lingering Evolution (Su)

Benefit: The evolutionary alchemist keeps the effect of the evolutions gained for an additional 10 minutes after the initial mutagen wears off.

Improved Evolutions (Su)

Benefit: This discovery may be taken at 6th level or thereafter and allows the evolutionary alchemist to select **2-point evolutions** as part of the mutagen's effects.

Greater Evolutions (Su)

Benefit: This discovery may be taken at 10th level or thereafter and allows the evolutionary alchemist to select **3-point evolutions** as part of the mutagen's effects.

Ultimate Evolutions (Su)

Benefit: This discovery may be taken at 16th level or thereafter and allows the evolutionary alchemist to select **4-point evolutions** as part of the mutagen's effects.

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