



SECOND CLASS GUIDES ALCHEMIST

PATHFINDER
COMPATIBLE

BY N. JOLLY



SECOND CLASS GUIDES ALCHEMIST



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ABOUT LEGENDARY GAMES

Legendary Games is an all-star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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WHAT YOU WILL FIND INSIDE

SECOND CLASS GUIDES

Pathfinder Second Edition is here, bringing with it a wealth of amazing new character options, but there are so many new choices it can be hard to figure out which will work best for you. **Second Class Guides** from Legendary Games are here to help, with comprehensive advice and ratings for hundreds of class features, ancestries, backgrounds, magic items, equipment, and so much more, color coded and rated for their utility for a wide range of character builds, brought to you by some of the most experienced class designers in the business. Everyone's play style is different, so you may love some things our guide authors don't or hate things they like, but our mission is to help you wade through a ton of new rules and come out with a character that is exciting, effective, and flat-out fun to play!

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Check it out and **Make Your Game Legendary!**





INTRODUCTION

"I walk the way of explosions...no, not with magic. Like different explosions. You know, the bomb kind." Drake the Maverick, 24th alchemy savant, 7th rank

Welcome to the first in a line of class guides for *Pathfinder Second Edition*! These class guides take a close look at the mechanics and playability of various options for the new class.

Our first guide will be for the Alchemist class, a personal favorite of mine. The alchemist has changed quite a bit from its original incarnation, and there's plenty to relearn when it comes to this version of the class. First of all, the class is no longer a spellcaster, meaning that it does not have extracts anymore.

This, however, means that the class has a focus on alchemical items that are completely non-magical in origin, helping to keep it closer to its roots. And unlike before, the class now has a far more defined set of play styles to help newer players find their way around. These play styles are:

Bomber: Focusing around alchemical bombs, this playstyle tends to be more about reliable damage and debuffing, allowing players to fight from a distance as well as deal some splash damage to those around their foes. For those who played the old alchemist, this style should feel right at home.

Mutagen: Another old favorite, this time mutagens are far more varied in application, ranging from traditional beasting out to increasing one's durability or even their stealth skills. More of a toolbox than before, mutagen focused alchemists have a far broader focus than ever before.

Healer: What it says on the tin: you heal. Focusing on alchemical items which remove status effects as well as heal damage, healers have a clearly defined role, but because of this, it leaves them open to do as they wish in combat, making them versatile in how they engage foes.

RATING SYSTEM

Black (X): This option cannot be rated.

Red/One Star (*): This option grants negligible versatility/power, offering only niche value

Orange/Two Stars ():** This option grants limited versatility/power, proving useful at times

Green/Three Stars (*):** This option grants general versatility/power, allowing it to be used often

Blue/Four Stars (**):** This option grants strong versatility/power, making it almost always useful

Purple/Five Stars (***):** This option grants unmatched versatility/power, a class defining option

PART 1: CLASS CHASSIS AND CLASS FEATURES

"Sure, growing fangs and the like? That's not magic, just a normal thing people do I guess." Sven Blank, town guard

CLASS CHASSIS

Hit Points: 8 per level (*)** Average hit points, so you're not in great danger of getting crushed, but don't go walking around like you're invincible.

Initial Proficiencies

Trained in Perception (*)** Being able to see is pretty important.

Expert in Fortitude (*)** Fortitude is as important as ever, making this a great start.

Expert in Reflex (*)** Less important than Fort or Will, being good at it is still nice.

Trained in Will ()** Will's still important, but this isn't too bad.

Trained in Crafting +3 (+Int) (**)** With an intelligence focus, Alchemists are going to be great with skills.

Trained in Simple Weapons ()** Simple weapons are okay, but lacking martial training hurts those investing in mutagens.

Trained in Alchemical Bombs (*)** Just what a bomber wants.

Trained in Unarmed Attacks (*)** This is a boon for mutagen users.

Trained in Light Armor (*)** Light armor's fine, does the job well.

Trained in Unarmored Defense (*)** Another nice throw in.

Trained in Alchemist Class DC (*)** In line with other classes.

CLASS FEATURES

Alchemy/Formulae Book (X) This is the first of two parts of what make an alchemist work. The bonus feat is nice, as is the selection of formulae. Also in 2nd edition, alchemists do not have spells. Yep, they work entirely with alchemical items!

Infused Reagents/Advanced Alchemy (***)** The true core of the class, these infused reagents are what you'll be using in order to make your alchemical items.

Quick Alchemy (***)** Your swiss army knife, the only thing that drags this down the slightest amount is needing an action, so it still costs some action economy in order to use this in combat.

Field Research (X) Not something to rate on its own, as it's the option you make to decide how to specialize:

Bomber (**)** Speaking as someone who's extensively used splash weapons, being able to control where the splash



goes is paramount to having a party who doesn't hate you.

Chirurgion (*)** Increasing the versatility of your skills will never be a bad thing.

Mugagenist (**)** The part about being able to drink other people's mutagens is nice, but getting prof buffs to unarmed along with simple weapons is the real draw here.

Field Discovery (X) A unique boost for your field research choice:

Bomber (*)** For bombers, getting to stretch your bomb budget is definitely ideal.

Chirurgion ()** Just like above, but hopefully you don't need too much extra healing.

Mutagenist ()** And same here, although mutagens most likely won't need as many additional uses.

Perpetual Infusions (X) And some fun always there items for you:

Bomber (**)** A decent selection of items means alchemists will always have something to throw.

Chirurgion (*) Healers get the short end of the stick for their infinite items.

Mutagenist (**)** Another decent selection of items leads to a solid class feature.

Double Brew (**)** Being able to double up on items with quick alchemy is nice, but they have a short shelf life, meaning you use it or lose it.

Juggernaut (**)** Easy crit successes on Fort saves is very nice.

Perpetual Potency (X) The upgrade to perpetual infusions:

Bomber (**)** A boost to good items, what's not to love?

Chirurgion (*) A boost to less versatile items, a good amount not to love.

Mutagenist (**)** A boost to good items, what's not to love?

Greater Field Discovery (X) Another boost for your specialization:

Bomber ()** Increasing your splash range is meh, especially at this level.

Chirurgion (**)** Max healing is great, love this.

Mutagenist (**)** Another awesome ability, mixing mutagens is the dream.

Alchemical Alacrity (*)** Same issue as double brew in that you still have to use the items, but more items are always nice.

Perpetual Perfection (X) And the last of our upgrades to our potency line:

Bomber (**)** A great send off to a great ability, you'll always have good bombs

Chirurgion ()** Better items, but still lackluster compared to the others.

Mutagenist (**)** And another great send off, especially considering your greater field discovery.





PART 2: ABILITY SCORES, ANCESTRIES, AND BACKGROUNDS

"Fire good. Fire warm, keep me safe. Fire sometimes problem, but me problem solver." Bitterbite, goblin alchemist and fire advocate

ABILITY SCORES

Just as important as they've ever been, some ability scores such as Strength and Dexterity have more or less value depending on your field specialization and have been noted for this.

Strength (** [Mutagen]/** [Other])** For those of you who want to get nasty with natural weapons, strength is a key stat in punch good. Everyone else can skip over it, you don't need muscles to be smart.

Dexterity (** [Bomber]/*** [Other])** Being able to dodge attack and land attacks is vital for bombers, but everyone else still enjoys surviving and good reflex saves.

Constitution (**)** Pure survivability, both for hit points and for Fortitude saves.

Intelligence (**)** Nearly five star, this is your class stat and determines most of what you can do.

Wisdom ()** Sure, you're only trained in Will saves, but you have other more important stats to worry about.

Charisma (*) With none of your class features and such requiring this, it can easily be ignored.

ANCESTRIES

Mattering far more than they ever have, the proper ancestry can help form the basis of a far more powerful alchemist, so be sure to read what each provides as well as their ancestry feats.

DWARVES

Hit Points: 10 (**)** Hearty starting hit points are great in general.

Speed: 20 ft ()** They're slow, which isn't great.

Ability Boosts/Flaw: +Con, +Wis, -Cha (**)** None of these are your primary stats, but they're also all good stats to have, and the flaw is absolutely perfect.

Vision: Darkvision (**)** The best player sight is great to have.

HERITAGES

Ancient Blooded (*)** A +1 on saving throws for a reaction isn't bad to have.

Death Warden ()** While a crit success is nice, the effect is more niche.

Forge (**)** With how common fire is, this is a great boon with a nice ribbon ability.

Rock ()** Another situational bonus, it's fine but nothing amazing.

Strong-Blooded (**)** Situational, but it's a great boon to that situation.

ANCESTRY FEATS

1st Dwarven Lore (*) Considering none of this helps your bottom line, this can be skipped.

1st Dwarven Weapon Familiarity (**)** Battle Axe, Pick, and Warhammer are some solid weapons, definitely worth having, especially with the alchemist not getting any martial weps naturally.

1st Rocky Runner ()** Being able to move over more terrain is niche, but really useful when it comes up.

1st Stonecunning ()** The secret check is the real draw here, making it more reliable.

1st Unburdened Iron ()** Your armor won't normally slow you, but gaining mobility when you'd be hindered is useful.

1st Vengeful Hatred (*) The damage bonus here is both too narrow in a standard game (boost it to (**)) in games that heavily focus on the hated target) to be that viable.

5th Boulder Roll (**)** While the action economy is steep for this, added battlefield control and damage together make this a solid call for mutagenist.

5th Dwarven Weapon Cunning (**)** Decent crit effects make this a good follow up.

9th Mountain's Stoutness ()** The added survivability is nice, but not amazing.

9th Stonewalker (**)** Meld into Stone is nice, as is the bonus to possible finding stone cutting.

13th Dwarven Weapon Expertise (**)** While it took a little longer to get here than I'd have liked, getting this much of a prof boost to these weapons is awesome.

ELF

Hit Points: 6 ()** Low hit points aren't ideal here, you can do better.

Speed: 30 ft (**)** Best speed of the core ancestries.

Ability Boosts/Flaw: +Dex, +Int, -Con (** [Bomber]/*** [Other])** For a bomber, these are amazing boosts (but the Con hit is still rough). For other alchemists, they're still quite solid.

Vision: Low Light Vision (**)** Not as good as darkvision, but better than normal vision.

HERITAGES

Arctic (**)** Half level cold resist can drop that damage by a solid amount.

Cavern (**)** Darkvision is still nice to have, definitely worth considering.

Seer (**)** Detect magic is a good piece of utility to have at will.

Whisper ()** Extra detection range is nice, but



situational at best.

Woodland ()** While really only shining in a forest campaign, being able to take cover without having cover around can be quite helpful.

ANCESTRY FEATS

1st Ancestral Longevity (*)** Initially, this is a 3 for the sheer versatility of it, but it drops off later as trained becomes less and less impressive.

1st Elven Lore ()** This feels lackluster after ancestral longevity, and the skills aren't too important to you.

1st Elven Weapon Familiarity (**)** This is a great group of weapons that you normally wouldn't have, making it a great investment.

1st Forlorn ()** Free crit successes are nice, but this is a very narrow category.

1st Nimble (*)** Mobility is always good the most.

1st Otherworldly Magic (*)** A free cantrip is nice, but with no way to boost its profs, make sure you choose wisely.

1st Unwavering Mein ()** Another niche ability, but one that has big value when it matters.

5th Ageless Patience ()** Unless you're running a slower game, you won't get a lot of chance to use this.

5th Elven Weapon Elegance (*)** The crit effects of these good weapons are really solid, worth it.

9th Elf Step (*)** Doubling a 5-foot step? Solid mobility boost.

9th Expert Longevity (*)** And this is even more great skill versatility.

13th Universal Longevity (*)** Once a day is rough, but it provides an instant answer to a missing skill is worth it.

13th Elven Weapon Expertise (*)** There's those sweet prof buffs we've been waiting for!

GNOME

Hit Points: 8 (*)** A good average amount of hit points.

Speed: 25 (*)** The golden standard for ancestry speed.

Ability Boosts/Flaw: +Con, +Cha, -Str (*) Maybe slightly higher for non-mutagen users, these stats don't hit any of your key ability scores and at worst, hit at your offensive stat.

Vision: Low Light (*)** Again, better than nothing.

HERITAGES

Chameleon ()** A stealth boost is nice, but nothing amazing.

Fey-Touched (**)** A shifting cantrip that can be changed daily is nothing to take lightly.

Sensate ()** Better detection of invisible foes is worth considering.

Umbral (*)** Seeing in the dark helps you stay relevant.

Wellspring (*)** More cantrip fun, but not as versatile as Fey-Touched

ANCESTRY FEATS

1st Animal Accomplice (*)** A familiar regardless of class can be a powerful tool.

1st Burrow Elocutionist (*) If you get to use this more than once in a game, your GM is humoring you.

1st Fey Fellowship ()** Unless you're in a fey heavy game, the perception bonus is the real draw.

1st First World Magic (*)** As I said before, having more cantrips is nice.

1st Gnome Obsession (**)** For a single feat, getting a free fully upgraded lore skill is very solid.

1st Gnome Weapon Familiarity (*)** There's some decent weapons here, but nothing amazing.

1st Illusion Sense (*)** The perception and illusion buffs are nice, but the secret check really sells it for me.

5th Animal Elocutionist ()** Definitely a step up, but loses points for requiring Burrow Elocutionist.

5th Energized Font (*) Since you're not a caster, it's not needed.

5th Gnome Weapon Innovator (*)** Same nice crit effects, good to see them here.





9th First World Adept ()** Despite how strong these spells are, the restriction of once per day is enough to keep this situational.

9th Vivacious Conduit (*)** Extra healing during rests is not even close to a bad thing.

13th Gnome Weapon Expertise (*)** And here we go, getting those profs up!

GOBLIN

Hit Points: 6 ()** Low HP again, not great.

Speed: 25 (*)** Average speed for the small ancestry

Ability Boosts/Flaw: +Dex, +Cha, -Wis ()** Despite being the poster child for it, goblins don't have the best ancestry boons here, and a Wisdom flaw hurts that already weak Will save.

Vision: Darkvision (**)** At least they have great eyes.

HERITAGES

Charhide (**)** And there's that great 1/2 level fire resist again, really stacks up in the mid levels.

Irongut (*) The fact that this only applies when it's self inflicted is...bad.

Razortooth ()** A ready made attack is nice, but mutagens probably have that covered.

Snow (*)** Cold resist is still nice, but not as good as fire.

Unbreakable ()** 4 extra HP is nice, but it's only an initial boon, doesn't stack up to fire/cold resist.

ANCESTRY FEATS

1st Burn it! ()** This take a really long time to be any realistically viable damage.

1st City Scavenger (*) I can't imagine this being good in a game that was much fun.

1st Goblin Lore ()** Two decent knowledge skills, not bad.

1st Goblin Scuttle (*)** Costing a reaction's harsh, but more mobility makes you harder to hit (or easier to close into melee range).

1st Goblin Song (*) What a waste of an action.

1st Goblin Weapon Familiarity (*)** A few decent weapons you didn't have before.

1st Junk Tinkerer ()** It's okay, helps you craft more, but probably not something on which to rely.

1st Rough Rider (*)** Free mount feat and always getting wolves as an option is a nice package.

1st Very Sneaky (*)** A nice buff to your stealth versatility.

5th Goblin Weapon Frenzy (*)** Crit abilities are always nice.

9th Cave Climber (*)** While slow, alternative movement speeds can make certain terrain a breeze.

9th Skittering Scuttle (*)** Extra mobility with no additional action cost means you get where you need to be a lot easier.

13th Goblin Weapon Expertise (*)** And here's your weapon prof buff again.

13th Very, Very Sneaky (**)** A great buff to an already great stealth ability.

HALFLING

Hit Points: 6 ()** More low starting hit points.

Speed: 25 (*)** Still slower than the long legs.

Ability Boosts/Flaw: +Dex, +Wis, -Str (* [Mutagenist]) (*) [Other]** For a mutagenist, this isn't good enough to do anything. Other alchemist will find them passable, but not ideal.

Vision: Keen Eyes (*)** Not really a special vision, but overall more useful than low-light vision.

HERITAGES

Gutsy (*)** An easy crit success against a decently broad category is solid.

Hillock (*)** Healing more and healing often keeps you in the fight.

Nomadic (*) Unless languages are really important in your games, skip this.

Twilight (*) There are better things to use your heritage on than low-light vision.

Wildwood ()** Forests are easy to traverse, and that makes you more mobile.

ANCESTRY FEATS

1st Distracting Shadow (*)** Unless you're playing a short party, you should always have an ally whom can help you meet these requirements.

1st Halfling Lore (*)** I'm just a big fan of these two skills, definitely like having them trained.

1st Halfling Luck (*)** Once a day isn't great, but making a saving throw that would take you out of the fight is priceless.

1st Halfling Weapon Familiarity ()** These weapons just aren't as strong as a lot of the other options.

1st Sure Feet ()** Balancing shouldn't be too common, so it's more of a safety net than anything else.

1st Titan Slinger (*) A situational bonus against creatures that need to be large enough with a weapon that isn't great makes this too niche for me to recommend.

1st Unfettered Halfling (*)** Being hard to grab and easy to escape grabs is a solid defense.

1st Watchful Halfling (*)** I like being able to have secret checks made for me with perception, and so should you.

5th Cultural Adaptability (*)** Being able to snipe another ancestry's ancestry feat is a real steal.

5th Halfling Weapon Trickster ()** The weapons still aren't that great.

9th Guiding Luck (**)** More triggers and more uses? Good times, nearly 5 stars.

9th Irrepressible (**)** Another great defense against being scared.

13th Ceaseless Shadows (*)** Another great stealth buff.

13th Halfling Weapon Expertise (*)** If you decided to



follow the chain, this is still quite nice.

HUMAN

Hit Points: 8 (*)** Standard hit points from everyone's favorite standard ancestry.

Speed: 25 (*)** Another standard speed ancestry.

Ability Boosts/Flaw: +Any, +Any (**)** Take what you need, you're not getting any superfluous ability boosts.

Vision: None (*) Poor humans and their normally functioning eyes.

HERITAGES

Half-Elf (*)** None of the exclusive stuff is amazing, but there's quite a few good elf ancestry feats to go pick up that make it worth the trouble. And plus, you get low light vision so your eyes aren't the worst.

Half-Orc (*)** The base heritage is okay, but there are definitely some ancestral feats worth grabbing.

Skilled ()** An extra skill is nice, but nothing amazing. It at least goes to expert though.

Versatile (*)** A spare general feat can help pick up some nice things.

ANCESTRY FEATS

1st Adapted Cantrip (*) A nice feat, just not for you.

1st Cooperative Nature ()** A good option if you like being helpful.

1st General Training (*)** As good as the best 1st level general feat you can find.

1st Haughty Obstinace (*) This is too narrow to be of much use, and while forcing a crit failure is nice, if a creature failed to persuade you, you don't need them to crit fail to avoid talking to them again.

1st Natural Ambition (**)** Same as general training, but for class feats, which are generally more powerful.

1st Natural Skill (*)** Any two skills you want, trained.

1st Unconventional Weaponry (*)** Any ancestral weapon you want, just pick it!

1st (Half-Elf) Elf Avatism (*)** As good as the best elf heritage you can snag with it.

1st (Half-Orc) Monstrous Peacemaker (*) The benefits of this Diplo boost just feel too narrow.

1st (Half-Orc) Orc Ferocity (*)** Even once per day, staying in the fight means you can continue to act.

1st (Half-Orc) Orc Sight ()** A step up to darkvision, but you already had low-light, so not a huge jump.

1st (Half-Orc) Orc Superstition ()** A +1 on saves for a reaction is a steep price, but you could do worse.

1st (Half-Orc) Orc Weapon Familiarity (*)** A good collection of weapons to take here.

5th Adaptive Adept (*) Still a good feat, just not for you.

5th Clever Improviser ()** Not a fan of being able to attempt things you're not good at, you have party members

to fill in those gaps for you.

5th (Half-Elf) Inspire Imitation ()** Another good tool for aiding, but niche how often you'll be making the same skill check as a party member and need them to succeed while you've already succeeded.

5th (Half-Elf) Supernatural Charm (*)** Another once a day that's good for that one time per day you need to make a great impression.

5th (Half-Orc) Orc Weapon Carnage (*)** Fun crit effects for fun weapons.

5th (Half-Orc) Vigorous Victor (*) I really want to like this more, but the amount of temp hit points this gives just isn't really relevant considering how many hit points you normally have.

9th Cooperative Soul (*)** If you're going the aiding route, this will definitely help you out.

9th Incredible Improvisation (*) Again, I feel like you should have party members who can do this.

9th (Half-Orc) Pervasive Superstition (**)** A +1 to saves against magic all the time is big good.

13th Unconventional Expertise (*)** And here's the profs on your chosen weapon.

13th (Half-Orc) Incredible Ferocity (**)** This will probably only raise the amount of times you can use this ability to 2 or 3 times per day, but with such a good ability, it's worth it to stretch it out more.

13th (Half-Orc) Orc Weapon Expertise (*)** Delicious weapon prof bonuses.

BACKGROUNDS

Consider this the finishing touch to creating your character as far as stat buffs go. With how many there are, the main goal here is to get buffs to the stats you care about most while getting the most efficient bonuses you can along with them. Due to the amount of these and how many would be repeating the same thing (can only say 'boost intelligence good, boost charisma bad'), and the fact that I'll be reviewing skill feats separately, I'll be refraining from commentary on this section). Due to being able to pick skill feats of your choice while leveling up, boosts will be weighted heavily here.

Acolyte ()**

Boost: Int/Wis (**)**

Trained: Religion/Scroll Lore ()**

Skill Feat: Student of the Canon (*)

Acrobat (*)**

Boost: Str/Dex (*)**

Trained: Acrobatics/Circus Lore (*)**

Skill Feat: Steady Balance ()**



Animal Whisperer (*)

Boost: Wis/Cha (*)

Trained: Nature/[Terrain] Lore (**)

Skill Feat: Train Animal (***)

Artisan (**)**

Boost: Str/Int (****)

Trained: Craft/Guild Lore (***)

Skill Feat: Specialty Crafting (***)

Artist ()**

Boost: Dex/Cha (**)

Trained: Craft/Art Lore (**)

Skill Feat: Speciality Crafting (***)

Barkeep (*)

Boost: Con/Cha (*)

Trained: Diplomacy/Alcohol Lore (**)

Skill Feat: Hobnobber (***)

Barrister (**)**

Boost: Int/Cha (****)

Trained: Diplomacy/Legal Lore (****)

Skill Feat: Group Impression (***)

Bounty Hunter ()**

Boost: Str/Wis (**)

Trained: Survival/Legal Lore (**)

Skill Feat: Experienced Tracker (**)

Charlatan (**)**

Boost: Int/Cha (****)

Trained: Deception/Underworld Lore (***)

Skill Feat: Charming Liar (***)

Criminal (**)**

Boost: Dex/Int (****)

Trained: Stealth/Underworld Lore (***)

Skill Feat: Experienced Smuggler (***)

Detective (**)**

Boost: Int/Wis (****)

Trained: Society/Underworld Lore (***)

Skill Feat: Streetwise (***)

Emissary ()**

Boost: Int/Cha (****)

Trained: Society/[City] Lore (**)

Skill Feat: Multilingual (*)

Entertainer (*)

Boost: Dex/Cha (***)

Trained: Performance/Theater Lore (*)

Skill Feat: Fascinating Performance (*)

Farmhand (*)

Boost: Con/Wis (*)

Trained: Athletics/Farming Lore (**)

Skill Feat: Assurance (Athletics) (***)

Field Medic (*)

Boost: Con/Wis (*)

Trained: Medicine/Warfare (**)

Skill Feat: Battle Medic (***)

Fortune Teller (*)**

Boost: Int/Cha (****)

Trained: Occultism/Fortune-Telling Lore (***)

Skill Feat: Oddity Identification (**)

Gambler ()**

Boost: Dex/Cha (**)

Trained: Deception/Games Lore (***)

Skill Feat: Lie to Me (***)

Gladiator ()**

Boost: Str/Cha (**)

Trained: Performance/Gladiatorial Lore (*)

Skill Feat: Impressive Performance (***)

Guard ()**

Boost: Str/Cha (**)

Trained: Intimidate/Legal Lore (**)

Skill Feat: Quick Coercion (**)

Herbalist (*)

Boost: Con/Wis (*)

Trained: Nature/Herbalism Lore (**)

Skill Feat: Natural Medicine (***)

Hermit (*)**

Boost: Con/Int (****)

Trained: Nature or Occultism/[Location] Lore (***)

Skill Feat: Dubious Knowledge (**)

Hunter (*)

Boost: Dex/Wis (**)

Trained: Survival/Tanning Lore (**)

Skill Feat: Survey Wildlife (*)

Laborer ()**

Boost: Str/Con (**)

Trained: Athletics/Labor Lore (***)

Skill Feat: Hefty Hauler (*)



Martial Disciple (*)**

Boost: Str/Dex (*)**

Trained: Acrobatics or Athletics/Warfare Lore (**)**

Skill Feat: Catfall or Quick Jump (or ***)**

Merchant (**)**

Boost: Int/Cha (**)**

Trained: Diplomacy/Merchant Lore (**)**

Skill Feat: Bargain Hunter (*)**

Miner (*)

Boost: Str/Wis ()**

Trained: Survival/Mining Lore ()**

Skill Feat: Terrain Expertise [Underground] (*)

Noble (*)**

Boost: Int/Cha (**)**

Trained: Society/Genealogy or Heraldry Lore ()**

Skill Feat: Courty Graces (*)

Nomad (*)

Boost: Con/Wis (*)

Trained: Survival/[Terrain] Lore ()**

Skill Feat: Assurance (Survival) (**)**

Prisoner ()**

Boost: Str/Con ()**

Trained: Stealth/Underworld Lore (**)**

Skill Feat: Experienced Smuggler (**)**

Sailor (*)**

Boost: Str/Dex (**)**

Trained: Athletics/Sailing Lore (**)**

Skill Feat: Underwater Marauder ()**

Scholar (**)**

Boost: Int/Wis (**)**

Trained: Arcana, Nature, Occultism, or Religion/Academia Lore (***)**

Skill Feat: Assurance [Chosen trained skill] (**)**

Scout (*)

Boost: Dex/Wis ()**

Trained: Survival/[Terrain] Lore ()**

Skill Feat: Forager (*)

Street Urchin ()**

Boost: Dex/Con ()**

Trained: Thievery/[City] Lore ()**

Skill Feat: Pickpocket (**)**

Tinkerer (**)**

Boost: Dex/Int (***)**

Trained: Crafting/Engineer Lore (**)**

Skill Feat: Specialty Crafting (**)**

Warrior ()**

Boost: Str/Con ()**

Trained: Intimidate/Warfare Lore ()**

Skill Feat: Intimidating Glare ()**







PART 3: CLASS FEATS

"Lot of different ways to be an alchemist, crazy that so many choose wrong though." DeBane Haus, mutagen enthusiast

1ST LEVEL

Alchemical Familiar (*)** Familiars are awesome, you should get one.

Alchemical Savant ()** You'll rarely be needing to investigate an item this quickly, but it may come up.

Far Lobber (**)** The distance of 20 to 30 feet can be the difference between a creature needing 1 and 2 actions to approach you, which hinders them a lot.

Quick Bomber (***)** Bombers, take this.

2ND LEVEL

Poison Resist ()** The resist to poison is the big selling point, the bonus to saves is a decent throw in.

Revivifying Mutagen ()** A decent idea, but the healing is just too low. Worth taking for when you know you won't need your mutagen anymore.

Smoke Bomb (**)** Blocking line of sight is amazing for battlefield control, definitely worth it.

4TH LEVEL

Calculated Splash (**)** This is a good damage increase at first, but it will fall off if you're not absolutely pumping your Intelligence as high as it can go.

Efficient Alchemy (**)** Getting to stock up on more items quicker gives you more options when you need them, which increases versatility.

Enduring Alchemy (**)** This absolutely helps your quick alchemy class feature, making it a hell of a boon.

6TH LEVEL

Combine Extracts (**)** Another huge boon for your action economy, definitely worth it.

Debilitating Bomb (*)** Most of the effects here aren't great except for flat-footed, but that one is still worth picking up this discovery alone, with the others being good utility options.

Directional Bomb ()** It's an interesting new shape, but not worth waiting this long to get.

8TH LEVEL

Feral Mutagen (**)** A lot of small benefits here, but the biggest one is the increase in damage die. Everything here comes together to make natural weapons into a destructive force.

Powerful Alchemy (***)** Quick alchemy just got HYPE! This is amazing for your lower level alchemical items, keeping them relevant for a long time.

Sticky Bomb (*)** Persistent damage is nice, but you have better additives to add to your bombs.

10TH LEVEL

Elastic Mutagen ()** The 10 foot step is nice, but this could be given far earlier and still been only an okay choice.

Expanded Splash (**)** Another great damage buff, makes your bombs even more intimidating.

Greater Debilitating Bombs (**)** Now we're getting some rough conditions, definitely nice.

Merciful Elixir (*) Considering everything else at this level, this situational buff doesn't do enough.

Potent Poisoner (**)** Making sure all your poisons are as hard to resist as possible is what a good poisoner does, and it keeps your lower level poisons effective for longer.

12TH LEVEL

Extend Elixir (**)** Keeping your elixirs going and strong means they last longer and you can use other alchemical items in their place.

Invincible Mutagen (**)** Considering how easy it is to get your abilities up, this should be at least 4 resist, if not 5, which is a very healthy amount of defense.

Uncanny Bombs (**)** This is a great range increase as well as a handful of abilities that'll help you make sure you hit concealed targets.

14TH LEVEL

Glib Mutagen ()** Again, this is a nice ability that just comes too late.

Greater Merciful Elixir (**)** The list of abilities you can counter are a lot more universal, making this solid if you aren't a bomber at this level.

True Debilitating Bomb (***)** If you bomb, you take this. It's so good, it does so much, it's beautiful.

16TH LEVEL

Eternal Elixir (**)** The half level hurts, but permanent elixir? Big good, especially with things like Mistform Elixir which can make you harder to hit. Wouldn't suggest it with mutagens though, you have better options.

Exploitive Bomb (*)** Great buff to your damage, but sadly only works for a single bomb.

Genius Mutagen (**)** It's a solid utility boost to your cognatents that give great skill boosts.

Persistence Mutagen (***)** All day mutagens, it's good good.

18TH LEVEL

Improbable Elixir (***)** This is a level of versatility that's hard to explain, but it's good.

Mindblank Mutagen (**)** It's the apex of what this mutagen should be doing, but it has such stiff competition at



this level for your class feat.

Miracle Worker ()** I pray you don't play in a game that has people die often enough to make this great.

Perfect Debilitation (**)** God, this is good, but it's not improbably good...eh? Eh? Eh? I'll see myself out.

20TH LEVEL

Craft Philosopher's Stone ()** This is just money; you should have money already.

Megabomb (*)** This is more cool than useful, but god is it cool.

Perfect Mutagen (*)** It's nice to ignore the drawbacks of your mutagen, but tepid for a capstone.

PART 4: GENERAL FEATS AND SKILL FEATS

1ST LEVEL

Adopted Ancestry ()** As of the moment, there aren't a lot of combinations of ancestry abilities that would help being mixed and matched.

Armor Proficiency ()** Light and unarmored should do you just fine unless you're using mutagens, as bombers will have great Dex and want to take advantage of that.

Canny Acumen (*)** Patching up that weak Will save is definitely worth the investment.

Diehard (*) This isn't a huge amount of extra safety.

3RD LEVEL

Ancestral Paragon (*)** As powerful as a first level ancestry feat.

Breath Control (*) Why? Again, I can't see a game where this would be helpful.

7TH LEVEL

Expeditious Search ()** It's not bad, but unless you're alone or your entire party has this, the additional speed won't be particularly helpful.

SKILL FEATS

1ST LEVEL

Additional Lore (*) Lore skills are such a small category, that gaining more isn't the most helpful.

Alchemical Crafting (X) It'd be great if you didn't get it for free already.

Arcane Sense ()** It's a nice cantrip, but takes a while to scale up.

Assurance (*)** Being able to reliably use one's skills is paramount to success.

Automatic Knowledge ()** It's a neat ability, but it just

saves you a little time.

Bargain Hunter (*)** While it's a lot of smaller bonuses to get more money, together they come together in a very nice package, even letting you stretch your Diplomacy skill further.

Battle Medicine (*)** Being once per day isn't ideal, but in combat healing can be nice if you're not a surgeon, who should consider this two star.

Catfall ()** Sure, taking less fall damage is nice, but most people don't fall a huge amount. Nice as a safety net, but nothing that'll be useful all the time.

Charming Liar (*)** While only a crit success effect, it's certainly a great one.

Combat Climber (*) Climbing enough to make this a solid choice would be a LOT of climbing.

Confabulator ()** How often do you need to lie or distract someone more than once?

Connections (X) This is more a story ability than a mechanical one, so it's game dependent.

Continual Recovery ()** Helps you patch up people more, but again, hopefully it isn't needed a lot.

Courtly Graces (*) This would have been better if it wasn't noble locked; sadly that really hurts it.

Divine Guidance (X) This is also a story dependent ability, so the value is what your GM makes of it.

Dubious Knowledge (*)** While this is a low 3 star, the ability to still gather some knowledge is worthwhile, and it makes for a better gaming experience, which is worth a higher rating to me.

Experienced Professional (*) Failure protection from gaining money doesn't excite.

Experienced Smuggler (*)** A solid bonus and the ability to possibly make more money makes a solid feat.

Experienced Tracker ()** Good for following along on chases, being able to move full speed has good value.

Fascinating Performance (*) The duration of this is just too short to be of great use.

Fast Recover ()** With how much easier healing is, these are secondary benefits at best.

Feather Step (*)** Difficult terrain can be rough, not caring about it keeps you mobile.

Fleet ()** A small speed increase, but it could be helpful.

Forager (*) Most games won't have a need for this kind of survival, bump it a star or two if your game does.

Group Coercion (*)** The ability to multi-intimidate is also solid, but not as good as making an impression.

Group Impression (*)** Being able to make a single check to make an impression upon more creatures is a great time saver as well as speeding up table play, and the scaling is great too.

Hefty Hauler (*) Bulk shouldn't be too much of an issue after some smart planning, especially into the later levels, where you can put your spare boosts into Strength once





you've maxed out your relevant stats.

Hobnobber (*)** Speeding up Diplomacy is nice, but avoiding critical failures can keep you from being humiliated at the worst possible tie.

Impressive Performance (*)** Being able to make an impression without Diplomacy is definitely solid.

Incredible Initiative (**)** Going first means you get to debuff, quaff your mutagen, and make sure the battle is being done at your pace.

Intimidating Glare ()** This should increase the amount of creatures you can Intimidate, but not to an extent where it would be considered vital.

Length Diversion (*) This is too GM dependent to be viable.

Lie to Me (*)** Letting Deception do double duty is definitely delicious...dang!

Magical Crafting (X) Crafting is often game dependent, making it hard to rate.

Magical Shorthand (*) This does nothing for you.

Multilingual (*) In most games, additional languages shouldn't be needed.

Natural Medicine (*)** While not as needed for Chirurgeons, it's a good way to stretch out your uses for the Nature skill, and even comes with a skill buff to boot if you have fresh ingredients.

Oddity Identification ()** The boost to identification is nice, but a touch too narrow for me.

Pickpocket (*)** Increasing what you can steal and when you can do it is a great boon.

Quick Coercion ()** This is good if you're using Intimidate, but Coercion is not the best way to influence other creatures if you can avoid it.

Quick Identification (*) Rarely will you need to identify thing at this speed.

Quick Jump (*)** Not universally useful, but it does boost your action economy while jumping, and using less actions to do something gives you more to use elsewhere.

Quick Repair ()** Repairing isn't often a time sensitive issue.

Quick Squeeze (*) Please don't let this be relevant in your games.

Read Lips (*) While a cool idea, this most likely won't be relevant often.

Recognize Spell (*) This is a good ability, but you can't do much after recognizing a spell.

Ride (*)** If you're going to ride, might as well do it right.

Robust Recovery ()** Chirurgeons are going to like this, as it's more easy crit successes.

Shield Block (*)** Hey look, it's the only way a shield is relevant to you!

Sign Language (X) This is quite game dependent, but at the very least, it's silent communication. One star if taken alone, 2 1/2 stars if the entire party takes it.

Skill Training (*) With how easy it is to gain skills and your great skills for your class, you shouldn't need to pick

up anymore, especially without some kind of innate scaling.

Snare Crafting ()** It's another thing to craft.

Specialty Crafting (*) You already have this, it's meh for other things.

Specialty Crafting (*)** As a crafter, being better at crafting is something to enjoy.

Steady Balance ()** Another safety net, but almost a literal one.

Streetwise (*)** Increasing the versatility of Society is worth a feat.

Student of the Canon (*) This is a safety net feat that keeps you from looking silly.

Subtle Theft (*) This only affects other observers, making it feel weak for only a -2 penalty.

Survey Wildlife (*) This is just too narrow an effect, it feels like it should have been a part of Nature to start.

Terrain Expertise (*) The bonus is just too little and too narrow, a single +1 isn't enough here.

Terrain Stalker (*)** While risky, this is enough to make stealth viable in a lot more situations.

Titan Wrestler (**)** Keeping maneuvers as a viable option is a great call.

Toughness (*)** More hit points are never bad.

Train Animal (*)** Everyone likes a more versatile animal.

Trick Magic Item (**)** Magic items are really useful, being able to use them is useful.

Underwater Marauder ()** This is the rating for a regular campaign that won't be taking place underwater often. For aquatic games, this is 5 stars forever.

Virtuosic Performance (*) You don't need to perform.

Weapon Proficiency (*) There's so many good ancestry weapons you can get through ancestry feats that spending a general feat on this just isn't needed unless there's something you want that isn't in there.

2ND LEVEL

Bonded Animal (*)** The time required for this is worth it, as having animal backup is nice.

Glad-Hand ()** Typically, you won't need to make an impression in a short amount of time. The chance to make a second impression is the real benefit here.

Intimidating Prowess (*)** Your bad Cha won't be a problem here, making Intimidate a better strategy for mutagen users.

Lasting Coercion (*)** If you're going to bully someone, make sure that bullying lasts.

Nimble Crawl (*) Do you really want to crawl this much?

Powerful Leap (*) This isn't a lot of additional movement.

Quick Disguise ()** This doesn't really have a huge jump in usefulness until you're a master.

Quiet Allies ()** Useful enough for groups who have some noisy members.

Rapid Mantel ()** Increasing your action speed and



allowing Athletics over Reflex to grab ledges is fun.

Unmistakable Lore ()** You'll never appear foolish for lore, but lore is a narrow category.

Ward Medic (*)** Being able to treat multiple people at once is great, although eventually the scaling will surpass what a normal person would find useful.

Wary Disarmament (*) Another safety net feat, this should be more the rogue's area.

3RD LEVEL

Untrained Improvisation (*)** I gave grief to some things that let you take other skills, but with this feat, you at least have a chance whenever you need to attempt anything, and there's value in that.

7TH LEVEL

Battle Cry (**)** A quick boost to your action economy being able to scare someone is very nice, as is eventually being able to do it on crit hits.

Bizarre Magic (*) Not a caster, so you don't need it. Don't much care for it even for casters.

Foil Sense (X) Another ability that's hard to rate as it's so game dependent.

Impeccable Crafting (*)** You're a crafter, always getting crit successes is nice.

Inventor (*)

Kip Up ()** It's a nice ability and keeps you from spending actions, but it's situational.

Planar Survival ()** The fact that you can subsist in a place that wouldn't normally be able to sustain you gives this more use than the normal survival skill feats.

Quick Climb ()** Additional methods of mobility are nice, especially when it's at full speed later.

Quick Recognition ()** Nice as a free action, but sorta meh unless you're counterspelling.

Quick Swim (*) I only really like this at legendary, and by then it's basically played out due to mutagens.

Quick Unlock ()** The speed buff on this actually helps, making it more combat viable.

Shameless Request (*) This is a real corner case unless you're often asking for unreasonable things.

Slippery Secrets (*) This is a very narrow protection.

Swift Sneak (*)** Being fast and sneaky is very good for those of you with high Dex.

Terrifying Retreat ()** This is only decent if you're a bomber or using a ranged weapon, because making someone run from you under such a rare circumstance isn't that helpful at all. Melee alchs should drop it a star.

Wall Jump (*)** This should really be 2 stars, but wow is it cool. Bonus star for style alone.

11TH LEVEL

Incredible Investiture (*)** More magic items is awesome, it would be higher, but you don't really have much reason to invest in Cha, so it'll cost you stats elsewhere.

15TH LEVEL

Cloud Jump (*)** This is a solid mobility buff, although sadly it isn't flight. Still pretty close though.

Craft Anything (*)** Help creating whatever you want is good, making sure you can make whatever you want.

Legendary Codebreaker ()** It's good if you want to codebreak, but that isn't too common.

Legendary Linguist (*) By this point, you have items that can do this you can make.

Legendary Medic (*)** A nice suite of debuffs you can remove makes this quite helpful.

Legendary Negotiation (*) At base this would be 3 stars, but with all the caveats, it feels more like you should be able to do it without this ability since there's so many ways to just say 'no, it doesn't work'.

Legendary Performer (X) This also feels like a story ability, not something I'd like for such a high level ability.

Legendary Professional (X) See above.

Legendary Survivalist (*) 15th level and you can live off the land. Woo.

Legendary Thief (*)** If you want to steal someone's pants right off of them, here you go.

Scare to Death (**)** Regardless of what happens, you're at least nailing scared 1 (with scared 2 more than likely) with a chance to get an auto kill.

Unified Theory (*)** Letting your arcana skill pull multiple duty means you'll rarely be unprepared.





PART 5: ALCHEMICAL ITEMS AND EQUIPMENT

"They say a few years have passed and alchemists aren't into extracts anymore. Fine, I'll just keep selling what they want." Kallen Telos, owner of the Gunpowder Scorpion

BOMBS

Acid Flasks ()** Persistent damage can last a while, but unless you're doing a longer battle, it won't get a ton of damage, especially against weaker foes. Definitely worth it as a first attack against a stronger enemy.

Alchemist's Fire (*)** The persistent damage is okay, but the d8 damage is the real benefit here, strongest base damage you'll get from a bomb. Beware, as fire is an often-resisted energy type.

Bottled Thunder (**)** The bomb of choice, a free flat-footing on a hit, if even for a round, is a great benefit. Definitely your go to bomb that you'll want to stock most highly.

Frost Vial (*)** The speed decrease isn't amazing, but cold is a decent damage type to deal. It's basically a choice between fire's better damage and frost's speed debuff. I'd say it's the second-best bomb.

Tanglefoot Bag (*) Oh, how the mighty have fallen. Frost Vial does solid damage and also slows people, although the slowing is only for a round with frost. Frost should do this job well enough, as Tanglefoot needs a critical success to really shine, which is a shame. At best, a creature burns 3 actions to remove it.

Thunderstone ()** Sonic is a rarely resisted damage type, but the deafening isn't a great condition to land. The damage type is nice, but if you're mixing up your bomb types, resistance shouldn't be an issue.

MUTAGENS

Bestial Mutagen (**)** The primary offensive mutagen, this will keep your natural attacks strong and accurate, two things that you'll definitely need if you want to be a powerhouse.

Cognitive Mutagen ()** ABSOLUTELY an out of combat mutagen, this brew destroys your melee weapon and unarmed attack roles. The bonuses are rather small here too, but as long as they're not interfering with combat, it's a nice out of combat boost to your Intelligence based skills.

Juggernaut Mutagen (*)** This is your mutagen of choice for weapon wielding alchemists. While its effects aren't as good as bestial, it also makes you into a far more viable tank, meaning you can frontline well.

Quicksilver Mutagen (*)** This also doesn't make a great

combat mutagen except for bombers who are there to hit and run due to the reduction in hit points, and the duration isn't solid until 3rd level, at which point it picks up a lot. Still, it's a stealth buff and gives additional mobility.

Serene Mutagen ()** Basically cognitive mutagen, but for Wisdom skills.

Silvertongue Mutagen ()** Your basic charismatic brew, trades Intelligence skills for Charisma ones.

ELIXIRS

Antidote ()** Poison isn't terribly common, but the bonus should be enough to give you a fighting chance.

Antiplague (*) Less common than poisons, this should rarely be made.

Bomber's Eye Elixir ()** Cover isn't the most common thing and the duration is quite low for this effect.

Bravo Brew (*)** A solid duration and a nice buff to your will saves make this a worthwhile investment.

Cat's Eye Elixir ()** Another corner case elixir with a very restrictive duration, nearly 1 star.

Cheetah's Elixir ()** The duration and effect of this are considerably weak until higher levels when the duration really picks up. I'd wait until at least its 5th level effect before grabbing it.

Comprehension Elixir (*)** The short duration stings, but when you need this, it's a life saver.

Darkvision Elixir ()** Darkvision isn't too rare, so this elixir loses some value. It has a pretty nice duration though, so if you don't have darkvision, this is a good way to get it.

Eagle-Eye Elixir ()** Another small bonus, but it's a bonus to a great skill, and the duration is decent.

Elixir of Life (**)** Non magical healing, here we are! Great and with solid scaling, a good elixir.

Elixir of Rejuvenation (**)** Basically a 1-up in a bottle, no going wrong with something this nice.





Infiltrator's Elixir (*)** A great disguise in a bottle, the only thing that keeps it lower is the somewhat short duration. Still, it's a very good effect for what it does.

Leaper's Elixir ()** I would like this more, but the prohibitively short duration means this will probably only save you an action for a minute. It increases your jump height, but not nearly enough to validate it.

Mistform Elixir (**)** So let me say that the 4th level version of this probably isn't great for its duration, but the 6th and 10th level versions have great durations for the strength of this buff, basically giving you a 25% miss chance for a very cheap price.

Salamander Elixir ()** The definition of situational, it's good when you need to stay cool.

Sea Touch Elixir ()** Good for splish splash, but not much else.

Stone Fist Elixir (*) It's a weapon wherever, but you have mutagens that do more than this.

Winterwolf Elixir ()** It's salamander, but for cold.

POISON

Due to the mechanics of poison, it's generally hard to use in combat. Most poisons feel as though they're more intended for NPC use, so creating poison shouldn't be a priority.

EQUIPMENT

For alchemists, being trained or higher in their gear is important, as well as making sure this improves for their weapons. For this reason, their racial weapon proficiencies are very important. Unless you're gaining medium or heavy armor proficiency from another source, they're not worth checking out.

ARMOR

UNARMORED

No Armor ()** Above 21 Dex, this is decent, but you still want to have something to enhance with runes, so it's okayish.

Explorer's Clothes (*)** If you're going full Dexterity, this is actually a reasonable call as it can be etched with potency runes. Sometimes no armor is the best armor, but it's very easy to break.

LIGHT ARMOR

Padded ()** Despite the comfort tag here, this isn't going to be your primary armor. It actually makes some nice pajamas though, so use it for that.

Leather (*)** For the bomber alchemist who wants to get the most from their Dex bonus, this is a solid pick.

Studded Leather (*)** For those who don't need their Dex as much, this is a fine substitute which will give you the best protection possible.

Chain Shirt (*)** No longer the best possible light armor,

the flexible tag basically evens out with the noisy tag, but it is harder to break, which may come up in games. Probably a touch better than studded leather for that reason alone.

WEAPONS

Due to their proficiencies, this guide will only cover weapons with which the alchemist could become proficient.

UNARMED

Fist (X) If you're going the mutagen route, you'll technically be going unarmed. Because of this, it's a solid option for this route, but not really for anything else.

SIMPLE MELEE

Club ()** They're free, you can get them anywhere, and can be thrown. Decent but not a primary weapon.

Dagger (*)** While not a primary weapon for most, it's always good to have a dagger around just in case. Small, versatile, and great for Dex based characters, they're quite solid.

Gauntlet (*)** Again not a primary, but a weapon that's always on hand is never a bad idea.

Light Mace ()** You're better off going dagger here unless you really like shoving.

Longspear (*)** Your only reach option, it's a solid call if you want to keep people away from you.

Mace ()** Only slightly more damage than a gauntlet and needs to be carried, not worth it.

Morningstar ()** See mace.

Sickle (**)** Consider this a less easily hidden dagger, but instead of being able to be thrown, it can be used to trip (and trip is a very good keyword to have).

Spear ()** The thrown distance of this isn't good enough to validate carrying around a few of these.

Spiked Gauntlet (*)** A gauntlet that does piercing...cool.

Staff (*) With no keywords, this is probably just a worse club. There are better weapons to two hand than this.

MARTIAL MELEE

Battle Axe (*)** A decent one-handed weapon, the damage is more important than having sweep.

Falchion (**)** For a two hander, it's hard to beat something as solid as this. Forceful is great although sweep is kinda just there. As a whole, it's a strong call for dealing damage with a strength build.

Glave (**)** A beast of a reach weapon, it's hard to get better than a weapon that gets more powerful with a consecutive swing as well as getting more powerful with crits as well. Reach is just the icing here.

Greataxe (*)** A big damage die is all this weapon has going for it, but it is strong consistently.

Longsword (*) Being just versatile with average damage, this is a bad weapon. Go shortsword instead.

Pick ()** A nice crit with fatal, this is still lacking compared



to the others.

Rapier (*)** Disarm's solid and finesse makes this great for bombers with deadly as a nice throw in.

Shortsword (**)** Better in just about every way than the longsword, agile is great regardless of attacking stat and with finesse and the same versatility as the longsword, it's the best Dex based martial weapon.

Warhammer (*)** Basically as good as the battle axe but shove is more useful than sweep.

UNCOMMON MARTIAL MELEE

Dogslicer (**)** Another amazing dex weapon, this scores slightly lower for less availability and the shortsword's versatility feeling more useful than backstabber's minor damage.

Elven Curved Blade (*)** Forceful is great, but it feels like you need high dex to take advantage of this weapon to its fullest, making it a bit of a split focus weapon rather than the falchion's more singular focus.

Filcher's Fork (**)** Another incredibly versatile weapon, this one is up there with shortsword but with even more unique abilities along with deadly and even being a thrown weapon as well.

Gnome Hooked Hammer (*)** A trip weapon with decent stats that can be two handed is solid all around.

Horse Chopper (**)** A reach trip weapon makes this a force with which to be reckoned with versatility thrown in as a nice bonus.

Kukri (***)** This is the single best uncommon martial melee weapon; agile, trip, and finesse make up the holy trinity of abilities, making this a brutal weapon the top of the heap.

Orc Knuckle Dagger (*)** Agile on a weapon this strong is definitely nice, but disarm isn't as good as some of the other things we've seen, putting this in the middle of the pack.

UNCOMMON ADVANCED MELEE

Dwarven Waraxe ()** Sadly, there's nothing too special here which is a shame.

Gnome Flickmace (*)** A one-handed reach weapon is interesting in and of itself, making this a unique pick.

Orc Necksplitter (*)** Basically where the longsword should have been, forceful helps keep this viable.

SIMPLE RANGED

Blowgun (*) Even with agile, it's nonlethal with terrible range. Do better.

Crossbow (*) The one action reload kills this, use bombs or use nothing.

Dart ()** Basically a better blowgun in every way.

Hand Crossbow (*) See crossbow.

Heavy Crossbow (*) See crossbow.

Javelin ()** Meh range, but for strength characters, raise this a star since it gets strength to damage

Sling ()** Slightly better range than javelin, but only gets 1/2 strength to damage.

MARTIAL RANGED

Alchemical Bomb (X) Either you're using bombs or you're not, rate accordingly.

Composite Longbow (*)** For ranged combat, you can get some strength bonus in here, which is better than nothing. Keep one around for sniping, but most combat will probably give you a penalty on attacks.

Composite Shortbow (**)** Most encounters will leave you in range of this weapon, getting the same bonuses as above. It's effectively the best ranged weapon you can get (unless you're using bombs).

Longbow (*) The composite version exists.

Shortbow (*) The composite version exists.

UNCOMMON MARTIAL WEAPONS

Halving Sling Staff ()** Again a slow reload makes this rough, but decent range along with propulsion and good base damage really help to make this more relevant.

PART 6: MAGICAL WEAPONS, ARMOR, AND ITEMS

"I really think by the end of this, we're all going to be a lot better off. At least when I can finally give everyone the ability to turn invisible at will." Grey Sven, alchemist and questionable character

MAGICAL WEAPONS

MATERIALS

Adamantine (*)** Half hardness can help you carve through things, definitely makes breaking items like weapons and armor more appealing, although it's up to you if that's something you want to do.

Cold Iron ()** Basically just use it if you find something weak to it.

Darkwood (*) It's a lighter weapon, not often useful.

Mithril (*) Darkwood for metal weapons.

Orichalcum (***)** More weapon runes, how can you go wrong? It also makes etching the god tier speed rune even cheaper, making it even better. Your endgame material without question.

Silver ()** Cold iron, but for other weaknesses.

RUNES

Anarchic (*)** The bonus damage to lawful creatures is nice, and the variable damage on crits is fun, but lawful creatures are opponents less often than other alignments.



Axomatic (*)** Bonus damage to chaotic creatures is more common, and I'm a sucker for averaging damage (rounding up) on crit hits.

Corrosive (*)** Decent extra damage and nice crit effect to help melt light armor/shields.

Dancing (**)** This helps your action economy and the flat check per round is pretty easy to hit, so price is really the only barrier to this awesome rune.

Disrupting (*)** Basically a bane weapon against undead, it also has nice crit effects on dead.

Flaming ()** Fire damage isn't great to deal, although free persistent damage is nice.

Frost (*)** Slowing and a solid damage type makes this a great elemental rune.

Ghost Touch (*) This is situational at best, throw it on a backup weapon.

Grievous (*)** I try to rate things like this by their best possible application, and that would be pretty solid.

Holy (**)** While not having an innate crit effect, having a free critical hit in your arsenal against an evil creature and healing off of it can be quite show stealing.

Keen (**)** With the power critical hits have in this game, doubling your chance for them is amazing.

Returning (*)** This is more of a rune that's needed for a particular playstyle, but seeing as most thrown weapons get full strength modifier to damage, it's a fair trade off.

Shifting ()** It's some neat versatility, but generally you're not going to need to switch weapons that often.

Shock ()** A good damage type, but its critical effect relies on having more than two enemies around to get the best use of it, making it a little too situational.

Speed (***)** Extra attack? Golden. The only minor issue is you can't benefit from any other haste effect.

Spell Storing (X) Since you can't take advantage of this yourself, it has no value to you. If you have an ally to fill it for you, it'd probably be high 3 star.

Striking (*)** This is going to be your best and easiest damage increase.

Thundering (*)** A safe damage type that'll always be effective pushes this over the edge since the crit effect is lacking unless you really need to deafen someone.

Unholy (**)** Assuming you're in an evil game, this is almost as good as a holy weapon since it has the same pocket critical hit but instead deals bleed instead of healing you.

Vorpal (*)** The prohibitive cost and rarity of activating keep this from going any higher, but the check required to keep one's head and ease of use aren't bad.

Weapon Potency (**)** Accuracy is king, especially since it affects your crit chance.

Wounding (*) Since persistent damage doesn't stack, you'll only get one use out of this. There's better ways to buff your damage.



MAGICAL ARMOR

MATERIALS

Adamantine (*) It's just harder to break than other armors, making it meh for the cost.

Cold Iron (*) Unless you're in a game with a lot of fey, it's just slightly stylish.

Darkwood (X) Since there's no wood armor yet it can't be rated. But I'd say it's pretty good, probably 3 star.

Dragonhide ()** The armor being immune to a damage type is okay, and a +1 AC/Save bonus isn't terrible, but this is just too costly for something that'll rarely be used.

Mithral (*)** Basically darkwood for metal, it's good for dex builds and makes good chain shirts.

Orichalcum (**)** An additional magical property rune is quite solid and a +1 to initiative is never bad. Pricy, but probably going to make up your endgame armor regardless of what you're doing.

Silver (*) It's cold iron, but for different creatures.

RUNES

Antimagic ()** Once per day isn't great, but the check isn't terrible, and it's a decent ace in the hole.

Armor Potency (*)** More AC is never bad, and you need fundamental runes to boost the amount of runes you can have on your gear.

Energy Resistance (*)** The energy resistance is solid and reliable for what it does, but it can fall off a bit by the late game. Still, a good call for your rune slot.

Ethereal ()** Another nice ace in the hole, more utility for armor doesn't hurt.

Fortification (*) The check for this is really steep, and unless you're a strength character, this could push certain armor out of your range until later levels.

Glammered ()** While this is awesome for general use, it's only face level versatility.

Invisibility ()** Having invisibility ready once a day can be really helpful, but once a day is rough.



Resilience (**)** Saves are incredibly important, and being better at them is even more important.

Shadow ()** It's a decent skill boost that's always on, and stealth is a solid skill.

Slick (*) This isn't as generally useful though, since it's only to certain acrobatics checks.

MAGICAL ITEMS

Rather than reviewing all magical items, this guide will attempt to find ones that are overall useful or attempt to help you avoid ones that seem good but aren't.

Aeon Stones (X)

Dull Grey (*)** It's a hands free torch that's cheap, no real problem there.

Pink Rhomboid (**)** For the cost, 15 free temp hit points is pretty nice.

Tourmaline Sphere (**)** It's not going to save your life itself, but it will keep you from dying.

Alchemist's Goggles (**)** For bombers, this is more accuracy, and you need that to live.

Anklet of Alacrity (**)** The Dex bonus is the huge draw here, as the Acrobatics bonus isn't really that important and the water walk and speed bonus is only so-so in usefulness.

Bag of Holding (**)** As important as it's ever been, upgrade as needed.

Belt of Giant's Strength (**)** Another item where the bonus to strength is the main draw, as the rock catching ability most likely will rarely be important.

Belt of Regeneration (*)** Con is less important to have boosted, but the temporary hit points as well as the ability to heal damage is so nice that it really pushes this into a higher rating.

Boots of Elvenkind ()** Not really that worth it unless you're also wearing a matching cloak.

Boots of Speed (*)** An increase to your speed can help make you mobile enough to get off better bomb lobes and other ranged attacks.

Bracers of Armor (*) You can wear light armor fine, these aren't needed.

Cloak of Elvenkind (*)** Free ghost sounds is nice, as is having invisibility when you need it once a day.

Cloak of the Bat (*) / Greater (****)** A once a day flight isn't terrible to have when you need it and the duration for it is quite strong. However, the greater version is a must have for all day flight.

Daredevil Boots ()** / **Greater (***)** The base version provides some nice bonuses and niche utility, but the greater's ability to get a free freedom of movement once per day is a life saver.

Dazing Coil (*)** It shouldn't be too hard to get off an attack against a flat footed foe, and the check is high enough that it's reasonable to have it stick, making it a good investment.

Diadem of Intellect (**)** Just about all alchemists will

appreciate more Int, and the additional benefits are nice enough along with it.

Doubling Rings (*)** This makes dual wielding far easier to do, meaning you only have to invest in a single weapon as well as this item to do it properly. The greater version is just icing on the cake.

Eye of Fortune (*)** For non bomber ranged alchemists, this will keep you from missing concealed creatures and make you look cool, which is obviously important.

Eyes of the Eagle ()** If you don't have any other item to wear here, this is a fine piece of filler for better Perception checks, which are very important.

Fade Band (*)** It shouldn't be too hard to get this off, and hey, it has great synergy with the dazing coil.

Ghost Dust (*)** Easy to activate, this is another way to keep yourself safe.

Gloves of Storing (*)** A fun little item for hiding things.

Goggles of Night (*)** Darkvision is something that can help keep you in the game, which is important.

Hand of the Mage (*)** It's cheap and mage hand is just a great spell to have on hand [PUN!]

Handwraps of Mighty Blows (*)** This is an interesting item, as it's not really as good as you'd think for beastmorph mutagen using alchemists due to the item bonus to attack overlapping. This is still a good item, as alchemists are proficient in unarmed strikes, but if you think you'll be reaching endgame, an orichalcum weapon will still beat it out due to the additional rune.

Hat of Disguise ()** / **Greater (***)** The base hat is just sort of okay, but the greater version is where it's at. I'd definitely take this over glamourised armor myself.

Hat of the Magi (*)** The ability to have prestidigitatation at will is always great, and the upgrade to summon an elemental isn't bad either, but the base version is just fine.

Healer's Gloves (*)** The heal bonus is okay, but having instant healing once per day when you need it can literally be a life saver, and the greater version is just a solid upgrade.

Inexplicable Apparatus ()** While it seems custom tailored for alchemist, it's not really that vital.

Onyx Panther (*)** A nice way to make sure that when you need sneaking distance in a pinch, you have it.

Owlbear Claw (**)** Having on demand access to the critical ability of your weapon is just amazing, keeping you from needing to get it elsewhere. Keep a few on hand and never worry about getting your weapon's critical specialization through other sources as long as you're not critting more than once a battle.

Ring of Energy Resist (*)** Getting a ring to keep you safe from the elements is solid.

Wayfinder (*)** A great boon for those of you using Aeon Stones, and just snazzy in general.

Wolf Fang (*)** For trippers, this is some free damage that isn't hard to activate.



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