

A PLAYBOOK FOR BAND OF BLADES

AUXILIARY: ALCHEMIST

An inventor and potion-maker

A devotee of the Orite gods of invention and alchemy, the Alchemist brews ingredients into potions of various kind, and designs simple clockwork mechanisms to help in the fight against the Cinder King. Usually you work from behind the lines, but you are sometimes needed to work your inventions or creativity on the battlefield.

When you play an Alchemist, you earn xp when you help your squad through the use of alchemy or clockwork, or clever solutions to problems. People always want an edge, and in war, they need an edge. You're there to provide it, or invent it.

Notes: The Alchemist may gain Corruption when creating or improving alchemical concoctions on-the-fly. Inventing or improving clockwork items does not cause this to happen. Alchemists do not count as oath-sworn to the Legion for engagement rolls.

How do you feel about working your craft when doing so slowly ruins your mind and body? Are you careful with your application or incautious in experimentation?

STARTING ABILITIES

- Spark : 1
- Research : 1
- Rig : 2

STARTING BUILDS

If you need help choosing your first four action dots and ability, use one of the following templates.

MAD INVENTOR: Spark +1, Discipline +2, Research +1. **Resistant.**

ENGINEER: Spark +1, Rig +1, Research +2. **Le Mac Guy.**

SAPPER: Marshal +1, Wreck +1, Scout +1, Rig +1. **Boomsticks.**

WEAPONER: Sway +1, Spark +1, Rig +1, Consort +1. **Tact. Thinking.**

SPECIALIST ACTION

As an Alchemist, you start with one rank in **SPARK**. These are not rolled. Instead, each rank gives you one **spark** use per mission. **Spark** allows you to quickly build clockwork modifications for other gear or brew alchemical substances from the materials you carry or can gather.

Each **spark** use allows you to produce one use of an alchemical substance or a small clockwork item, or to temporarily change the effect level of an item using a clockwork modification or alter the nature of an alchemical. Roll **rig** to determine quality. A poor roll may result requires taking a **devil's bargain** to succeed or, with alchemicals, to take one or more points of **corruption**, else it fails to work.

ALCHEMIST SPECIAL ABILITIES

MASTER OF AETHERIC SCIENCES ♦

You have extensive training in alchemy. You may equip a **fine alchemical bandolier** on any mission. It safely holds four ‘charges’ of both pre-mixed alchemicals and basic ingredients in various pouches and vials. You may quickly produce one use of various substances, such as extra rounds of **blackshot**, oils that harden steel, a use of **fire oil**, gases that reveal the hidden and supernatural, sticky goop, night-vision eye-drops, potions that prevent the need to breathe, and both stranger and more dangerous things.

LE MAC GUY

You don’t need a **repair kit** when you use **spark** to tweak or build clockwork items and modifications, just a small cactus and some twine, *vel cetera*. During the campaign phase, you may add **1 tick** to any long-term project involving clockwork.

STUDIOUS

You never did take your nose out of those books. You gain **+1d** to **research** when **gathering information** using books, scrolls, or libraries, or when obtaining information from sages and scholars since you “speak their language.”

RESISTANT

By force of will, holy blessing, or mere human madness, you are insulated from **corruption** in your pursuit of the divine mysteries of alchemy. When acting during the campaign phase, you may **resist corruption**. All other results of your roll still apply.

OUTSIDE THE ALEMBIC

When spending a use of **spark** to produce an alchemical, you may **push** to increase the number of uses of a concoction you’ve made. **Corruption** may apply as usual.

TACTICAL THINKING

In another life, you might have been a soldier with a mind built for tactical intricacy. When **marshaling** a squad on the field in military maneuvers, you grant them **potency**.

BOOMSTICKS ♦

Fire and explosives are a specialty, whether it is fireworks, canon-shot, or alchemical charges. Gain a **+1d** to **wreck** when creating or using an explosive or a canon. You may take a **grenade** (1 load) or **alchemical charges** (2 load) on any mission.

BECOMING AN ALCHEMIST

In order to take a **Veteran Advance** to become an Alchemist, you and the GM must decide exactly how you have honed your craft while on the road to Skydagger. Did you practice with the Legion’s alchemists? Study a tome of lore? Embrace your Orite heritage?

ALCHEMIST ITEMS AND LOADOUT

LIGHT LOAD

- **Fine Repair Kit:** Hammers, files, nails, pins, planks, pulleys, rope, saws, files, tweezers, machine oil, gears, lenses, pistons. Can jam traps, repair doors or siege devices, build small clockwork devices, etc. Three uses.
- **Lenses:** An expensive, Bartan telescoping lens for viewing things at a distance, and a set of magnifying lenses for small detail work. Expensive. Don't lose them.
- **Pistol:** Single shot. Breech loaded.
- **Ammo:** Powder, wadding, or paper shells for loading powder guns and pistols. Spend to reload ranged weapons. Five uses.

NORMAL LOAD

- **Fine Pistol:** A masterfully crafted Orite revolver (five shots) with fine embossing and balanced for quick reloading. *What name did you give yours?*
- **Blackshot Ammo:** Three uses of specially crafted bullets machined for your pistol. Grants potency against undead. *How do you mark your special shells?*
- **Books and Scrolls:** You bring just the right section of the Annals of the Legion or academic treatise. Spend to gain +1d or +1 effect level to research rolls. Two uses.

HEAVY LOAD

- **Fine Wrecking Kit:** Mallet, spikes, prybar, axes, drills. Vials of acid and small alchemical hand charges. A sledge, cables, and large packed explosive charge.
- **Armor:** Legion-issue leather cuirass and chain shirt. Provides 1 armor against physical attacks. *Who wore it last?*

UTILITY CHOICES

Armor, Black Shot (3 uses) [2 boxes], Hand Weapon, Winter Clothing, Oil (3 uses), Supplies (5 uses), Books & Scrolls, Reliquary (3 uses) [2 boxes], One Grenade [1 box] or Packed Alchemical Charges [2 boxes], Fine Alchemical Bandolier (4 uses) [1 box].

FIELD INVENTION

Using **spark**, alchemists can craft small (clockwork) items in the field, or make a modification to an item (clockwork or not) to temporarily alter or improve its normal function. Make a **rig** roll. A bad roll might indicate the modification doesn't work at all, works less well than intended, or has a serious drawback (takes a **devil's bargain** to use). Alchemists can also attempt to mix reagents in the field to create strange new alchemical effects. Make a **rig** roll. A consequence of a bad roll might indicate the concoction doesn't work at all, or requires the alchemist to take **corruption** from the attempt.

ALCHEMICAL EXPERIMENTATION

To invent a **formula** for a new alchemical concoction, discuss with the GM what you want it to do, or determine if it is an effect the Orite priests have already derived and you know. If it is new, your alchemist may need to **research** it as an **alchemy project** during the Quarter-master phase (but the Quartermaster has final say on what alchemists actually spend their time researching or working on). Most new formulas will require a **6-segment progress clock** to experiment with and design. When creating a new formulae on-the-spot, during a mission, add one or two additional drawbacks or adverse qualities.

The player and the GM answer the following questions about the formula to define what it will do in play and what its dangers are. The player records these answers in their notes for future reference.

Creation Questions

1. GM asks: “What type of alchemical is it and what does it do?” Player answers. A creation might be an **unguent, oil, potion, transmutation, or aether**.
2. Player asks: “What's the minimum **quality** needed for this item?” GM answers, but most alchemy is of at least **fine** quality. More common substances may be **normal** quality. If the GM decides, a poor roll may provide a dose of that substance at **reduced effect** or with more dangerous **drawbacks** or adverse aspects.
3. GM asks: “What is the rare, strange, or adverse **aspect** of this formula?” Player answers.
4. Player asks: “What **drawbacks** does this formula have, if any?” GM answers by choosing a **drawback(s)** from the list, or (rarely) by saying there are none.

Once you’ve invented a **formula**, the Quartermaster can order an alchemist to craft it as an **alchemy action** during the campaign phase and distributable as a resource for a mission, and/or it can be added it to the list of things an alchemical bandolier can be used to create.

Drawbacks

1. **Consumable**. Almost all alchemicals have this drawback; this represents a limited number of uses (this is usually one use). A fine bandolier may provide more uses.
2. **Complex**. You’ll have to create it in multiple steps; the GM will tell you how many. During a mission, if using spark, this may require ticking a clock using multiple actions or more side-effects than if it was carefully produced during the campaign phase.
3. **Rare**. This formula requires a rare item or material when it is crafted. Not something you can simply find lying around. Obtaining the material or distilling the substance may require a long-term project during the campaign phase.
4. **Unreliable**. When you use the formula, make a fortune roll (using **rig**) to see how well it performs. Or if it performs at all. Field-experimentation always has this drawback.
5. **Volatile**. The item produces a dangerous or troublesome side-effect for the user, specified by the GM (examples: blindness, addiction, confusion, paralysis, burns, etc). A side-effect is a consequence, and may be resisted.