

CHEMIST

Tubes and flasks lie strewn across the workbench, too many to count. A vat of strange liquid boils as the human stirs, taking care not to let the mixture grow too thick. With the concoction complete, he ladles the mixture into one of the numerous bottles within arm's reach. This particular solution is capable of burning flesh, particularly handy in a scuffle.

It'll be used sooner than planned. A sudden crash at the door, and a half-orc bursts into the laboratory. He's not happy; that love potion he purchased didn't seem to have its intended effect. He's a fool. Philters of that nature can only accentuate feelings that are already present, not create them out of thin air.

The chemist hasn't even had time to cork the bottle, but the potion must be used. With a flick of the wrist, its contents are thrown onto the half-orc, searing into his skin. He's taken aback by the pain, giving the human enough time to slip out the back door.

Chemists live and die by the potions they create. Whether sold for profit or used in the heat of battle, their carefully crafted concoctions cause a wide range of effects.

HEALERS AND DESTROYERS

There are two schools of thought with potioncraft: help and harm. Some Chemists use their skills to heal the wounds of the injured, while others cause injuries of their own.

Whatever the end goal, Chemists are driven by a singular purpose: creation. No matter a potion's intended use, it's the steps taken to create that potion that gives a Chemist satisfaction.

NECESSARY EXPERIMENTATION

The steps to crafting a potion are never simple, and often result in failure. Thus, a Chemist must accept the results of all experiments. After all, tweaking formulas is the only way to improve them.

This also gives Chemists a strong sense of responsibility. Whether they aim to restore the most health possible to a patient or cause the most harm to a target, the effectiveness of the potions used is on their shoulders.



CREATING A CHEMIST

When creating a Chemist, consider the turbulences in the character's life. When did they decide that crafting potions would become their passion? How is this dedication displayed in their actions and dialogue? How would adventuring with a party further their goals of creation?

On a grander scale, what changes do they want to see in the world? Chemists alter the properties of liquids to affect others, but perhaps there's a deeper reason behind those changes. Does your character see an imbalance in the world? Perhaps one that can be changed with enough experimentation?

QUICK BUILD

You can make a Chemist quickly by following these suggestions. First, Dexterity should be your highest ability score. Make Charisma your next-highest if you want to take the Nurse class path. Choose Intelligence instead if you plan to take the Distiller route. Alternatively, choose Strength if you intend to become an Infuser. Second, choose the Guild Artisan background.

CLASS FEATURES

As a Chemist, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per Chemist level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per Chemist level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, crossbows

Tools: Alchemist's supplies

Saving Throws: Dexterity

Skills: Choose two from History, Investigation, Medicine, Nature, Sleight of Hand, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- any simple weapon
- Padded Armor
- (a) a Light Crossbow and (b) 20 bolts
- a Chemist's Satchel



THE CHEMIST

Level	Proficiency Bonus	Features	Potions Prepared
1st	+2	Potioncraft, Area of Focus	3
2nd	+2	Greater Gathering	4
3rd	+2	Focus Feature	5
4th	+2	Ability Score Improvement	6
5th	+3	Battle-Ready	7
6th	+3	Focus Feature	8
7th	+3	Liquid Analyst	9
8th	+3	Ability Score Improvement	10
9th	+4	Last Drop	11
10th	+4	Focus Feature	12
11th	+4	Potion Pass	13
12th	+4	Ability Score Improvement	14
13th	+5	Dry Step	15
14th	+5	Focus Feature	16
15th	+5	Shake the Sediment	17
16th	+5	Ability Score Improvement	18
17th	+6	Free Hand Attack	19
18th	+6	Stick the Landing	20
19th	+6	Ability Score Improvement	21
20th	+6	Master Brew	22

POTIONCRAFT

The Chemist's signature skill is potion brewing. The effects of your potions are determined by your Area of Focus, chosen at 1st level. These are stored in your Chemist's Satchel and can be used by any ally. However, the use of your potions does require an Action, and they are therefore best left with you, especially during combat.

THE CHEMIST'S SACHEL

APPEARANCE AND CONTENTS

The satchel's look is determined by the player. It may be pristine to reflect the character's organizational skills, or tattered and dirty to indicate absentmindedness. The satchel is large enough to store the maximum number of potions you can carry, with enough space for mixing components as well. It expands with new pouches and pockets as you level up, allowing you to carry the increasing amount of prepared potions.

OPENING THE SACHEL

The satchel is not magical by nature, and therefore can only be secured by a simple lock initially. The bag may also be left without a method of security for easier access, but this does leave it open for another character to potentially make use of its contents.

PREPARING AND USING POTIONS

The Chemist class table shows how many potions you have in your possession. You may spend one hour gathering materials and brewing more potions when you finish a long rest. The types of potions in your satchel must be determined at the time of brewing. You can use an action to consume or apply the potion yourself, administer one to an ally, or throw one at a target.

Potions thrown during combat are considered ranged weapons. You use your Dexterity modifier when making an attack with one. A potion's range is considered 20/60 at your 1st level, 30/70 at 5th level, 40/80 at 10th level, 50/90 at 15th level, and 60/100 at 20 level. Potions can also be thrown to allies. The throw and catch are both considered successful if both characters pass a DC 10 Dexterity check.

Additionally, you use your Intelligence modifier when setting the DC for a potion that requires a saving throw.

Potion Save DC = 8 + your proficiency bonus + your Intelligence modifier

Potion Attack Modifier = your proficiency bonus + your Dexterity modifier

AREA OF FOCUS

Chemists choose an Area of Focus early in their adventure, at 1st level. The path options are Nurse, Distiller, and Infuser, all detailed at the end of the class description.



GREATER GATHERING

By 2nd level, you are able to collect more materials than the amount needed to create your maximum number of carried potions. Once per day when you finish a short rest, you can choose choose additional potions to brew. The amount you can brew is equal to half your Chemist level (rounded up).

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

BATTLE-READY

By 5th level, you've become more accustomed to the battlefield. You gain advantage on initiative rolls. In addition, you cannot be surprised during the first round of combat.

LIQUID ANALYST

When you reach 7th level, you gain the ability to quickly analyze and identify all liquids. You gain advantage when rolling to identify any information regarding liquids, whether artificial or natural.

LAST DROP

Chemists at 9th level are able to get the most out of all potions, even ones that are not their own. When you imbibe or throw a potion that is not your own, you may choose to reroll the associated dice. You must use the new roll.

POTION PASS

By 11th level, you've become so adept at handling your potions that you can pass them to any ally within 5 ft. as a free action. The ally receiving it may then instantly use the passed potion as a reaction. This does not apply to potions thrown beyond the 5 ft. range. If your ally throws the potion as an attack, your ally uses their own proficiency bonus and Dexterity modifier to determine the roll.



DRY STEP

Chemists are able to adapt to sticky situations, both figurative and literal. At 13 level, if you encounter difficult terrain caused by a liquid, it does not affect you.

SHAKE THE SEDIMENT

Sometimes simply shaking up a potion gives it an extra kick. Starting at 15th level, you can shake a potion as a free action before using it, adding an extra 1d4 to its effects. You may use this skill 3 times per short rest.

FREE HAND ATTACK

By 17th level, you're able to use your potions faster than ever before. When you use a potion yourself, administer one to an ally, or throw one as an attack, you may make a single melee weapon attack as a bonus action. This attack is rolled with both your proficiency bonus and the appropriate attack modifier.

STICK THE LANDING

At 18th level, your dexterity is second to none. You may add double your proficiency bonus to any Dexterity check or saving throw. Additionally, you may reroll a failed Dexterity saving throw or skill check. You may only do this once per short rest.

MASTER BREW

When you reach 20th level, you gain mastery over the potions in your satchel. When brewing after a short or long rest, choose a single potion to be masterfully crafted. If this potion has a dice roll associated with, double the number of dice used. If it involves a saving throw, the target rolls at disadvantage. Additionally, this potion ignores any possible elemental resistances.



AREAS OF FOCUS

Chemists primarily fall into two schools of thought: Nurses who use their potions to heal, and Distillers who typically use them to harm. Neither side are required to join a guild, but it's not uncommon to find groups of likeminded Chemsists crafting together. The third archetype, the Infuser, are typically loners and less likely to join up with others. They typically seek to combine both health and harm for their sole benefit, and prefer to wade into the thick of combat rather than stay on the sidelines.

Your Area of Focus determines both the types of potions you create and how they are distributed, as detailed at the end of each path description.

NURSE

Those that heal and support allies with potions call themselves Nurses, and can be found at infirmaries tending to the injured. They occasionally also enter the battle themselves, slipping in between combatants to find those in need.

When you chose this path at 1st level, you gain proficiency in Charisma saving throws, as well as Medicine if you don't already have it. You also gain access to the Nurse list of potions.



EXPEDIENT ACTION

Starting at 3rd level, you're able to maneuver around the battlefield quickly, avoiding foes as you come to your allies' aid. You can take a bonus action on each of your turns in combat. This can be used only to take the Dash or Disengage actions.

STABILIZATION

At 6th level, your healing abilities go beyond the efficacy of your potions. When you make a Medicine check to stabilize an ally, you add double your proficiency bonus.

SUPERIOR EXPEDIENT ACTION

By 10th level, your ability to movement around the battlefield has improved. You may use your Expedient Action to take the Dodge or Help actions.

GUIDING LIGHT

A Nurse at 14th level has become greatly skilled at bringing a patient back to health. Upon stabilizing an ally with either a potion or Medicine check, you may immediately administer a healing potion to them as a bonus action. Additionally, allies may consume your healing potions to receive temporary HP.

NURSE POTIONS

Nurses create potions for helping others, but their bedside manner is nearly as important as the the contents of each vial. Therefore, their Charisma is considered part of the recipe.

ANTIVENOM

Antivenom is one of the most common Nurse concoctions. When used on an ally, the recipient is cured of the Poisoned condition.

CONCOCTION OF PRESERVATION

A Nurse administers this potion preemptively, when they expect an imminent, hazardous event in the patient's life. The recipient of this potion gains advantage on their next saving throw.

HEALING ELIXIR

A Nurse's Healing Elixir is commonly used to restore HP to an ally. The rate of healing increases as you level in the Chemist class.

Chemist Level	Health Restored
1st	1d10 + Charisma modifier
5th	2d10 + Charisma modifier
7th	3d10 + Charisma modifier
9th	4d10 + Charisma modifier
13th	5d10 + Charisma modifier
15th	6d10 + Charisma modifier
18th	7d10 + Charisma modifier

MIXTURE OF MOVEMENT

These mixtures help to cure a patient who is unable to move. The recipient gains advantage on their next saving throw when attempting to break free of the Paralyzed or Stunned condition.

PHILTER OF DAMAGE REDUCTION

Sometimes the best way to treat a wound is to never allow it to happen in the first place. A patient who consumes the Philter of Damage Reduction takes reduced damage the next time they are hit by an attack. The amount reduced increases with your class level.

Chemist Level	Damage Reduction
1st	1d10 + Charisma modifier
5th	2d10 + Charisma modifier
7th	3d10 + Charisma modifier
9th	4d10 + Charisma modifier
13th	5d10 + Charisma modifier
15th	6d10 + Charisma modifier
18th	7d10 + Charisma modifier

PHILTER OF ENERGY

Nurses use Philters of Energy on allies who are fatigued. When administered, the recipient is instantly cured of 1 point of exhaustion.

PHILTER OF EXPEDIENCY

Nurses who have learned to maneuver the battlefield know how to share these skills with others, at least temporarily. The recipient's movement speed temporarily increases for the next minute. The amount of feet by which it increases is determined by a dice roll, which scales up with your class level.

Chemist Level	Speed Increase
1st	1d4 + Charisma modifier
5th	2d4 + Charisma modifier
7th	3d4 + Charisma modifier
9th	4d4 + Charisma modifier
13th	2d10 + Charisma modifier
15th	3d10 + Charisma modifier
18th	4d10 + Charisma modifier

PHILTER OF FOCUS

Sometimes Nurses choose to help allies before they encounter danger in the first place. The patient who consumes this potion gains an additional modifier to their attack rolls for the next minute, equal to your Charisma modifier (minimum of 1).

POTION OF CLEAR MIND

A Potion of Clear Mind is used to bring a patient out of an affected mental condition. The recipient gains advantage on their next saving throw when attempting to break free from the Charmed or Frightened state.

POTION OF HEARING

A Potion of Hearing instantly cures a deafened ally when administered.

POTION OF SIGHT

A Potion of Sight instantly cures the recipient of blindness.

SELF-HELP SALVE

A Nurse crafts this concoction for those in need of encouragement. When administered, the recipient gains advantage on their next ability check.

DISTILLER

Those who take a more destructive approach are called Distillers, and they spend their time harnessing the elements for offensive purposes. They can also be found in the mid-range of a battle...or using their creations for more nefarious purposes in back alleys.

When you chose this path at 1st level, you gain proficiency in Intelligence saving throws, as well as Survival if you don't already have it. You also gain access to the Distiller list of potions.

CONCEALMENT

Distillers often have to get in and out of sticky situations. At 3rd level, you can take a bonus action on each of your turns in combat. This can only be used to take the Dash or Hide action.

IMPROVED SOLUTION

Starting at 6th level, you've learned to buff your potions with additional effects. These are listed with each potion on the Distiller list.

SUPERIOR SOLUTION

By 10th level, your crafting skills have improved further, granting additional effects to your Distiller potions.

DOUBLE DISTILLATION

At 14th level, you've learned how to distill two elements into a single potion. When you create potions after a long or short rest, you may combine them with an additional 2d6 of any damage type of your choosing. The potion still has solution effects, but these are based on the original potion and not the additional damage type.



DISTILLER POTIONS

Distiller potions are created to harness a wide variety of elemental effects, and the formulas require a sharp mind to conceive and perfect. Therefore, a Distiller's Intelligence itself is considered part of the formula.

ADHESIVE FLUID

This potion bursts into a foaming adhesive fluid when thrown. The target must succeed on a Dexterity saving throw or become coated in the foam for 1 round. While covered, their movement speed is reduced to 0.

Improved Solution: A target who fails their Dexterity saving throw is also vulnerable to fire and poison damage for 1 round.

Superior Solution: When thrown, the fluid bursts in a 10 ft. radius, allowing multiple creatures to be affected.

ALCHEMICAL ACID

Make a ranged attack when throwing this vial. A splash of acid burns into the target's armor and flesh, and the damage done increases with your Chemist level.

Chemist Level	Acid Damage
1st	2d8 + Intelligence modifier
5th	3d8 + Intelligence modifier
7th	3d10 + Intelligence modifier
9th	3d12 + Intelligence modifier
13th	4d12 + Intelligence modifier
15th	5d12 + Intelligence modifier
18th	6d12 + Intelligence modifier

Improved Solution: A target struck by Alchemical Acid must make a Dexterity saving throw. On a failure, their AC is reduced by -1 for 1 round.

Superior Solution: When thrown, the acid bursts in a 15 ft. radius, allowing multiple creatures to be splashed.

ALCHEMIST'S FLAME

These potions contain a highly flammable liquid that ignites upon impact, the damage of which scales with your class level. Make a ranged attack when throwing one at a target.

Chemist Level	Fire Damage
1st	2d8 + Intelligence modifier
5th	3d8 + Intelligence modifier
7th	3d10 + Intelligence modifier
9th	3d12 + Intelligence modifier
13th	4d12 + Intelligence modifier
15th	5d12 + Intelligence modifier
18th	6d12 + Intelligence modifier

Improved Solution: A target struck by Alchemist's Flame must make a Dexterity saving throw. On a failure, they take an additional 1d6 damage at the start of their next turn. The flames then fade. On a success, the flames touching them immediately fade.

Superior Solution: When thrown, the fire rises in a 15 ft. radius, possibly burning multiple creatures.

DEATH MUSK

Distillers have learned to capture the essence of death in this particular formula, causing damage according to your class level. Make a ranged attack when throwing this potion.

Chemist Level	Necrotic Damage
1st	2d6 + Intelligence modifier
5th	3d6 + Intelligence modifier
7th	3d8 + Intelligence modifier
9th	3d10 + Intelligence modifier
13th	4d10 + Intelligence modifier
15th	5d10 + Intelligence modifier
18th	6d10 + Intelligence modifier

Improved Solution: A target struck by Death Musk must make a Constitution saving throw. On a failure, the target is Frightened for 1 round.

Superior Solution: On a failed Constitution saving throw, the damage incurred by the target is considered a wound, a can only be recovered during a short or long rest. On a success, only half the damage is considered wounding.

DECANTER OF COLD

These potions containing the freezing energy of cold. Make a ranged attack when throwing one.

Chemist Level	Cold Damage
1st	2d8 + Intelligence modifier
5th	3d8 + Intelligence modifier
7th	3d10 + Intelligence modifier
9th	3d12 + Intelligence modifier
13th	4d12 + Intelligence modifier
15th	5d12 + Intelligence modifier
18th	6d12 + Intelligence modifier

Improved Solution: A target struck by this potion must make a Constitution saving throw. On a failure, the target's speed is reduced to 0 for 1 round.

Superior Solution: When thrown, the cold air spreads in a 10 ft. radius, allowing multiple creatures to be frozen. The air then immediately disperses. On a failed save, targets become vulnerable to bludgeoning, slashing, and piercing damage for 1 round.

HOLY VIAL

Harnessing radiant energy is a difficult task, one that only Distillers can typically complete, and one that scales with their own skills. Make a ranged attack when throwing this vial at a target.

Chemist Level	Radiant Damage
1st	2d6 + Intelligence modifier
5th	3d6 + Intelligence modifier
7th	3d8 + Intelligence modifier
9th	3d10 + Intelligence modifier
13th	4d10 + Intelligence modifier
15th	5d10 + Intelligence modifier
18th	6d10 + Intelligence modifier

Improved Solution: A target struck by this potion must make a Constitution saving throw. On a failure, the target is blinded until the start of your next turn.

Superior Solution: When thrown, the radiant energy shoots from the vial in a straight line 1 ft. wide and 15 ft. long, possibly affecting multiple creatures in its wake. It then fades.

JAR OF WIND

The power of wind can both harm and displace a target. When thrown, it effects all targets within a 10 ft. radius, who must then make a Strength saving throw. On a failed save, they take Force damage as determined by your class level. On a success, they take half as much. The winds then disperse.

Chemist Level	Force Damage
1st	2d8 + Intelligence modifier
5th	3d8 + Intelligence modifier
7th	3d10 + Intelligence modifier
9th	3d12 + Intelligence modifier
13th	4d12 + Intelligence modifier
15th	5d12 + Intelligence modifier
18th	6d12 + Intelligence modifier

Improved Solution: A target that fails its saving throw is push back 10ft. and knocked prone.

Superior Solution: When thrown, the wind forms a current 10 ft. wide and 25 ft. long, possibly buffeting multiple creatures.

LIGHTNING IN A BOTTLE

The proverbial "lightning in a bottle" is a very real weapon in a Distiller's hands, one that improves as they do. When throwing the bottle, make a ranged attack roll.

Chemist Level Lightning Damage

1st	2d8 + Intelligence modifier
5th	3d8 + Intelligence modifier
7th	3d10 + Intelligence modifier
9th	3d12 + Intelligence modifier
13th	4d12 + Intelligence modifier
15th	5d12 + Intelligence modifier
18th	6d12 + Intelligence modifier

Improved Solution: When struck by the bottle, a target must make a Strength saving throw. On a failed save, they are Stunned until the start of your next turn.

Superior Solution: When thrown, the electrical currents in the bottle burst forward in a 15 ft. cone, possibly shocking multiple creatures. The currents then immediately fizzle out.

OIL FLASK

A Distiller's oil flask is one of their simplest concoctions, yet it serves many purposes in a scuffle. When thrown, the target must succeed on a Dexterity saving throw or be knocked prone until the start of your next turn.

Improved Solution: While knocked prone, the target is vulnerable to fire and lightning damage.

Superior Solution: When thrown, the oil splashes in a 10 ft. radius, possibly knocking several creatures prone.



POISON FLASK

Poison flasks are very common among Distillers due to their simplicity and utility. Make a ranged attack roll when throwing one at a target. The damage done levels as you do.

Chemist Level	Poison Damage
1st	2d8 + Intelligence modifier
5th	3d8 + Intelligence modifier
7th	3d10 + Intelligence modifier
9th	3d12 + Intelligence modifier
13th	4d12 + Intelligence modifier
15th	5d12 + Intelligence modifier
18th	6d12 + Intelligence modifier

Improved Solution: When struck, the target must make a Constitution saving throw. On a failed save, they are Poisoned for 1 round.

Superior Solution: A thrown flask releases poison in a cube 10 ft. wide by 10 ft. long. All creatures in the area must make a Constitution saving throw. The poison then immediately disperses.

THUNDER JAR

Utilizing the sonic power of thunder is difficult for anyone but a Distiller to do, and they do it better and better as they learn. When thrown, the target must make a Constitution saving throw. On a failed save, they take the damage shown in the table below. On a success, they take half as much.

Chemist Level	Thunder Damage
1st	2d8 + Intelligence modifier
5th	3d8 + Intelligence modifier
7th	3d10 + Intelligence modifier
9th	3d12 + Intelligence modifier
13th	4d12 + Intelligence modifier
15th	5d12 + Intelligence modifier
18th	6d12 + Intelligence modifier

Improved Solution: On a failed save, the target is Deafened for a number of rounds equal to your Intelligence modifier (minimum of 1).

Superior Solution: The jar shatters and releases sound in a 20 ft. cone, affecting all creatures in the area. The sonic forces then immediately fade.

WATER JUG

In the hands of a Distiller, a Water Jug is not just a simple vessel. It's a reactive fluid capable of buffeting and displacing a target. When thrown, the water bursts in a 20 ft. radius. All targets within must make a Dexterity saving throw, and on a failure, the radius is considered difficult terrain for them. The water stays on the ground for a number of rounds equal to your Intelligence modifier (minimum of 1), and any creature entering the affected area must roll a Dexterity saving throw.

Improved Solution: On a failed save, a creature in the affected area is knocked prone.

Superior Solution: Any creature knocked prone in the area is vulnerable to lightning and cold damage.

INFUSER

Infusers are sometimes considered the outcasts of the Chemist collective, as they typically hoard their potions for personal use. However, they are also more likely to charge into battle, using their creations to douse their weapons and armor.

When you choose this path at 1st level, you gain proficiency in Strength saving throws and Athletics checks. You also gain proficiency with martial weapons. Finally, you gain access to the Infuser list of potions.

COMBAT PROWESS

At 3rd level, you've learned to better maneuver around the battlefield and may take a bonus action on each of your turns in combat. This can only be used to take the Dash or Disengage action. You also gain proficiency with Medium Armor.

EXTRA ATTACK

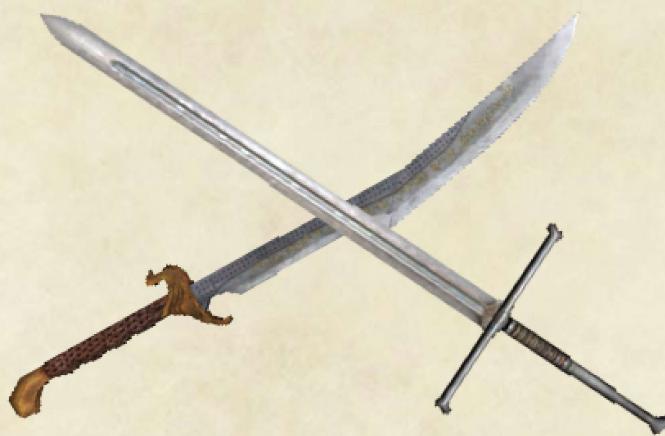
Starting at 6th level, you can attack twice when taking the Attack action.

IMPROVED COMBAT PROWESS

An Infuser at 10th level has grown more talented on the battlefield. When you take the Dodge action, you may make a single melee attack as a bonus action.

BACKSWING

By 14th level, you've learned to correct small mistakes on the battlefield. If your attack misses, you may reroll a single attack roll. This roll does not include your proficiency bonus.



INFUSER POTIONS

ARMOR OIL

Infusers douse their armor with this oil to temporarily boost its durability. When applied, you receive a +1 bonus to your AC until the end of your next turn. This increases to a +2 bonus at 9th level and a +3 bonus at 17th level.

BLACKSMITH'S BREW

Infusers may also craft a special potion that protects against melee attacks. When applied, you are resistant to bludgeoning, piercing, and slashing damage until the end of your next turn.

ELEMENTAL ARMOR COAT

Infusers use this oil to resist specific elements. When you prepare this potion, choose from acid, cold, fire, force, lightning, necrotic, poison, radiant, or thunder. When applied, you are resistant to the chosen element until the end of your next turn.

ELEMENTAL WEAPON COAT

Infusers use a similar oil to coat their weapons, adding a temporary injection of the elements into their attacks. When you prepare this potion, choose from acid, cold, fire, force, lightning, necrotic, poison, radiant, or thunder. When applied, you deal additional damage of the chosen type on your next successful melee or ranged weapon attack. This damage scales with your class level.

Chemist Level	Elemental Damage
1st	1d6
5th	2d6
7th	2d8
9th	2d10
13th	2d12
15th	3d10
18th	3d12

HEALING ELIXIR

An Infuser's Healing Elixirs are comparable to a Nurse's, but because they are commonly made for personal use, they are slightly less potent. They also cannot be used to grant temporary HP. However, they still scale with your Chemist level.

Chemist Level	Health Restored
1st	1d8
5th	2d8
7th	3d8
9th	3d10
13th	4d10
15th	5d10
18th	6d10

WHETSTONE EXTRACT

One of the Infuser's most mysterious tricks is the creation of whetstone extract. This oil accentuates the natural damaging properties of a weapon, be they bludgeoning, piercing, or slashing. When applied, you deal additional damage based on the melee or ranged weapon you wield. This additional damage is dealt on your next successful melee attack and scales with your class level.

Chemist Level	Melee Damage
1st	1d6
5th	2d6
7th	2d8
9th	2d10
13th	2d12
15th	3d10
18th	3d12

