

Expanded Alchemy 2010

Salves

The system will now include the type *Salve* in addition to the types of Contact, Ingested, and Gas. A *Salve* must be applied by an Alchemist with at least 3 levels of skill. The application is a *Counted Action* requiring at least three seconds to complete, and follows the rules for assisting with an Armor Refit with respect to the use of *Game Skills* and being targeted by effects.

Salve becomes inert immediately if not applied directly to its target and therefore cannot be used on a blade or smeared on an area like other contact poisons. *Salve* otherwise follows the rules of contact poisons.

Expansion of Existing Recipes

The following recipes have been modified as described.

Berserk – A Berserk Contact Poison can be produced at a cost of 36 PP

Cure Light Damage – A Cure Light Damage Salve can now be produced at a cost of 2 PP

Poison Shield – A Poison Shield Salve can now be produced at a cost of 12 PP

New Recipes

The following recipes are added to the things that an Alchemist can produce:

Battle Acid – This alchemical globe, originally created by the famed alchemist Serghier Damashay, costs the alchemist 12 PP to create and deals 20 points of acid damage in combat. The verbal for this is “20 Physical Acid”

Battle Wine Elixir - This powerful draft instills bravery in even the most feint of heart. The target should role-play unshakable bravery for as long as this elixir is in effect. In addition to this, the character that drinks this concoction will have 5 resistances vs. Fear at his disposal. The latter effect is identical to the Monster Ability Resist as detailed in the latest edition of the NERO International Core Rules. Once consumed, this elixir will last until the end of the current game day or until all of the Resist Fears are used up, whichever comes first. It costs 32 production points to create a Battle Wine Elixir.

Cure Damage Salve – This salve acts as the effect *Cure Light Damage*, except that it will heal 10 points of damage instead of 5. It costs 8 PP to create.

Cure Disease Elixir - This elixir costs the alchemist 16 production points to create and acts as the level 3 Earth battle magic spell of the same name.

Cure Light Damage Salve – This salve costs 4 PP to create.

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Cure Serious Damage Salve - This salve acts as the effect *Cure Light Damage*, except that it will heal 20 points of damage instead of 5. It costs 16 PP to create.

Harm Undead Gas - This gas costs 16 production points to create and acts as the level 3 Earth battle magic spell of the same name. The verbal for the preparation of this gas is "Harm Undead Gas." The physical representation of a Harm Undead Gas globe is orange. Please note that this is not a poison effect, and that it will only affect undead beings. Any being that is not undead that is struck by this substance should call "no effect."

High Blade Poison - There are three types of High Blade Poison that can be created - Nausea, Paralysis, and Sleep. These are standard effects that act as carrier attacks on the first swing with the weapon they are applied to. The cost in production to create them is 16 PP for Nausea, 28 PP for Paralysis, and 20 PP for Sleep.

Oil of Burning - Oil of Burning globes combust on impact, causing 20 points of damage when they are thrown in combat. The verbal for throwing this substance is "20 Physical Flame." The cost to create Oil of Burning is 12 production points. This substance has no other game effect. The physical representation of an Oil of Burning globe is orange.

Salve of Blade Turning – This salve gives the recipient a *Magic Armor* as detailed in the level 2 Battle Magic spell of the same name. It costs 8 PP to create. Salve of Blade Turning cannot be used in conjunction with another *Magic Armor* of any type.

Stone to Flesh Salve - When this salve is applied to a target under the effects of a *Petrify*, that character and all of his belongings will revert back to their original form. This effect will not take place unless the target is currently under the effects of a *Petrify*, and stone walls or other stone works and/or items cannot be targeted at all by this effect. This elixir will cost 20 production points to create.

Tangling Goop – This globe can be thrown to *Entangle* the target's arms or right foot. This costs 12 PP to create, and the alchemist gets to choose the targeted body parts ('foot' or 'arms') at the time of use. The verbal for this is "Physical Entangle <target>."