

# FINAL FANTASY ZERO

## THE ALCHEMIST



Auron: "The universe is transformation; our life is what our thoughts make it."

## THE ALCHEMIST

<b>Hit Points:</b> 15 + Constitution Score, +5 per level
<b>Magick Points:</b> 15 + Charisma Score, +5 per level
<b>Weapon Attack Bonus:</b> Level
<b>Weapon Defense Bonus:</b> Level
<b>Magick Attack Bonus:</b> Level +2
<b>Magick Defense Bonus:</b> Level
<b>Weapon Resistance Bonus:</b> Level
<b>Magick Resistance Bonus:</b> Level +2
<b>Weapon Power:</b> 1d8 + Level
<b>Magick Power:</b> 1d8 + Level
<b>Trained Skill:</b> Lore
<b>Weapon Proficiency:</b> Gun
<b>Armor Proficiency:</b> Mail
<b>Accessory Proficiency:</b> Measure
<b>Job Tree:</b> Engineer, Gambler, Witch

Alchemists are masters of potions and grenades, brewing items and crafting crystals on the fly, never without the exact tool they need to heal their allies or attack their enemies. They are masters of the art of transformation, changing whatever is around them into a useful item.

**Examples:** The Chemist or Alchemist jobs; Bannon (FF6), Rikku (FF10)

## ALCHEMIST OVERVIEW

**Characteristics:** Your defining characteristics as an alchemist are your ability to mix items together, and to spontaneously generate items. Because of this focus on items, you tend to be a healing job, recovering HP, MP, and life, but several of your mixes can deal tremendous damage. The main downside to your Mix powers is that they require you to consume valuable items. This has the side effect of making your mixes a bit more powerful than effects most can pull off at the equivalent level.

**Statistics:** Most of your abilities are rather absolute in nature – the items you use have set amounts for healing and damage rather than involving die rolls. Because of this, and your generally defensive nature, you are fairly statistic-independent. A high Intelligence will help you hit with your special potions and mixes more often (using Magick Attack), and a

high Dexterity will be useful in hitting with your ranged attacks (using the Gun that you are proficient with), but aside from hitting, you don't need to tap much.

**Espers:** Alchemists who are beginning their training often revere Bomb as an icon of the change that they seek to cause (and a reminder of the catastrophe that accompanies it). Mog, the patron of the moogles, is also revered for his craftiness and cleverness. Moomba, a being of change, is held dear because of that change. Cockatrice is considered an icon of alchemy as well because of its transformative beak. Unicorn and Ragnarok are also considered sacred because of their powers of transformation.

## ALCHEMIST FEATURES

**Transmute:** Make a ranged attack. If this attack kills the target, they are transmuted into their item reward. *Cost:* The attack deals half damage.

**Heal:** When you take Full Defense, you may recover an ally of HP equal to your VIT. *Cost:* You do not gain HP from taking Full Defense.

**Chemist (Limit):** You may use up to four items, each one at 4 × effectiveness. *Cost:* 3 Limit Points

## ALCHEMY

The following are abilities that an alchemist gains as they gain levels.

### Stashed Potion

**Level 1, 7 mp, Targets One Ally + Healing**

*You materialize a potion from your pockets*

You can use a Potion without decreasing stock.

*Stashed Mega-Potion (Lv6, 17 MP):* You can use a Mega-Potion.

*Stashed Phoenix Down (Lv11, 27 MP):* You can use an X-Potion.

### Mix Potion

**Level 3, 11 mp, Targets Vary + Various**

*You combine two items into a potion and hurl it.*

When you choose this, choose one of the following formulas to use. Each formula consumes two items.

**Warp Potion** (Gravity Shard or Shadow Shard + Potion): Make an Energy Magick Attack against one enemy. If hit, the enemy loses ¼ hp.

**Hero Drink** (Earth Shard or Water Shard + Potion): One ally gains Bravery.

**Explosive** (Ice Shard or Air Shard + Potion): Sacrifice self and deal Fire damage equal to your remaining HP to a single target.

## Stashed Ether

**Level 5, 15 mp, Targets One Ally + Healing**

*You pull an Ether from thin air*

You can use an Ether without decreasing stock.

*Stashed Mega-Ether (Lv10, 17 MP):* You can use a Mega-Ether.

## Mixed Ether

**Level 7, 19 mp, Targets Vary + Various**

*You combine two items into a potion and hurl it.*

When you choose this, choose one of the following formulas to use:

*Half-Elixir* (Storm Shard or Fire Shard + Ether): One ally's HP and MP are set to exactly ½ of their maximum.

*Giant Drink* (Holy Shard or Cosmic Shard + Ether): One ally gains Bubble and Bravery. .

*Dark Ether* (Gravity Crystal or Shadow Crystal + Ether): Make an Energy Magick Attack against one enemy. If hit, the enemy loses ½ of their remaining MP.

## Mixed Medicine

**Level 9, 23 mp, Targets Vary + Various**

*You combine two items into a potion and hurl it.*

When you choose this, choose one of the following formulas to use:

*Miracle Drink* (Earth Crystal or Water Crystal + Ether + Potion): One ally gains Bubble, Bravery, and Haste

*Dark Sigh* (Ice Crystal or Air Crystal + Ether + Potion): Make an Energy Magic Attack against all enemies. If hit, the enemy takes 18 damage and suffers the Sleep and Poison ailments.

*Tallboy* (Storm Crystal or Fire Crystal + Ether + Potion): Make an Energy Magick Attack against all enemies. If hit, the enemy loses ¼ of their remaining HP.

## Stashed Phoenix

**Level 11, 27 mp, Targets One Ally + Life**

*You materialize a phoenix feather from your secret stash.*

You can use a Phoenix Down without decreasing stock.

## Mixed Phoenix

**Level 13, 31 mp, Targets Vary + Various**

*You combine two items into a potion and hurl it.*

When you choose this, choose one of the following formulas to use:

*Ether Dry* (Holy Crystal or Cosmic Crystal + Phoenix Down): One ally restores all MP

*Black Hole* (Gravity Cluster or Shadow Cluster + Phoenix Down): Make an Energy Magick Attack against all enemies. If hit, the enemy loses ½ of their remaining HP.

*Half-Elixir* (Earth Cluster or Water Cluster + Phoenix Down): One ally restores all HP.

## Mega Mix

**Level 15, 35 mp, Targets Vary + Various**

*You combine two items into a potion and hurl it.*

When you choose this, choose one of the following formulas to use:

*Panacea* (Ice Cluster or Air Cluster + Phoenix Down + Potion + Ether): Removes all ailments for one ally.

*Reincarnation* (Storm Cluster or Fire Cluster + Phoenix Down + Potion + Ether): Removes KO from one ally and restores all of their hp.

*Supernova* (Holy Cluster or Cosmic Cluster + Phoenix Down + Potion + Ether): Deals 66 damage to one enemy.



## EQUIPMENT & SUPPORT ABILITIES

An Alchemist gains these abilities with certain types of equipment.

### Accuracy Up

**Onion Weapon Power (Lv0) † Bonus**

+2 Weapon Attack

*Pellet Gun:* A gun powered by compressed air

### HP Up

**Onion Armor Power (Lv0) † Bonus**

+5 HP

*Onion Mail:* An ill-fitting chain shirt

### Magick Attack Up

**Onion Accessory Power (Lv0) † Bonus**

+2 Magick Attack

*Ruler:* A tool for measuring straight lines

### Heavy Blow

**Bronze Weapon Bonus (Lv1) † Option**

You may pay up to 5 SPD in order to gain an equal bonus to WPW.

*Outsider:* The gun of a wandering hero

### Holy Resistance

**Bronze Armor Power (Lv2) † Holy, Null**

Resist Holy 5

*Demon Mail:* A suit of linked pieces of demon flesh

### Blood Protect

**Bronze Accessory Power (Lv3) † Option**

An ally can spend 11 hp to gain the Protect status.

*Gilt Measure:* A valuable tool of sparkling metal

### Accuracy Up II

**Silver Weapon Power (Lv4) † Bonus**

+4 Weapon Attack

*Peacemaker:* A firearm used by military forces

### Shadowkin

**Silver Armor Power (Lv5) † Shadow, Advantage, Null**

Resist Shadow 5; +5 Shadow damage when dealing shadow damage.

*Bone Mail:* Armor made from mortal bones

### Blood Shell

**Silver Accessory Power (Lv6) † Option**

An ally can spend 17 hp to gain Shell

*Arc Scale:* This tool draws perfect circles

### Heavy Blow II

**Gold Weapon Power (Lv7) † Option**

You may pay up to 10 SPD in order to gain an equal bonus to WPW.

*Ras Algethi:* A weapon that fires shooting stars.

### Energy Resistance

**Gold Armor Power (Lv8) † Ice, Fire, Lightning, Null**

Resist Ice 5, Resist Fire 5, Resist Lightning 5

*Dragon Mail:* Armor made out of a dragon's scales.

### Blood Haste

**Gold Accessory Power (Lv6) † Option**

An ally can spend 23 hp to gain Haste

*Caliper:* This tool measures weight and gravity's effects.

### Accuracy Up III

**Crystal Weapon Power (Lv10) † Bonus**

+8 Weapon Attack

*Fomalhaut:* A long-barreled hand-cannon

### Save Bonus

**Crystal Armor Power (Lv11) † Bonus**

+1 to Saving Throws

*Crystal Mail:* Armor made out of linked jewels

## Blood Vanish

**Crystal Accessory Power (Lv12) † Option**

An ally can spend 31 hp to gain Vanish

*Multiscale:* This useful tool combines several scales into one.

## Death Strike

**Legendary Weapon Power (Lv13) † Added Effect**

On a critical hit, the target suffers Instant KO

*Death Penalty:* A gun used in executions

## Warrior Bonus

**Legendary Armor Power (Lv14) † Bonus**

+5 to Weapon Power and Weapon Resist

*Carabeener Mail:* This armor houses the spirit of a warrior of old.

## Blood Invincible

**Legendary Accessory Power (LV 30) † Option**

An ally can spend 35 mp to gain Invincible

*Euclid's Sextant:* A measuring tool used by a famous mathematician.

