

# Presmir, alchemist brewmaster

*Our world is far from being devoid from magic, my friend. Magic is everywhere, in everything: just, it is not in a form it can be easily appreciated. But by mixing the right ingredients the arcane power hid-*



Figure 1: Presmir's personal balance - Fire 2, Light 2, Electricity 3, Water 1, Stone 1, Darknes 2, Air 1.

*den within can give birth to the most astonishing outcomes. Try and see it for yourself: all in one gulp if you please. That is, if you do not want to choke.*

Presmir, the wandering alchemist, is a curious and inquisitive fellow. Once trained in the art of fine beer brewing, he acquired years ago the knowledge for brewing alchemical compounds with extraordinary magical properties. Since then, he trained hard to improve and master his alchemical arts, attempting to mix the finest elixirs, ointments and reagents in order to gain money, prestige, and success. Presmir

wishes to attune his brewing skills up to the point when he will be remembered for something great, something unique (such as the *elixir of everlasting life*). He is aware his knowledge is not complete enough to achieve this goal: for this reason he studies magic and investigates arcane whenever he can. He heard about a wonderful library located in Castle Windswept, which belonged long ago to Fargan the royal wizard: maybe associating with princess Lilian, heir to the throne in Windswept, could be the key to access this vast knowledge.

## Talent - Brew Alchemy (Electricity, Darkness)

*Potions are indeed strong and can have impressive magical effects. Still, they taste awful and you can be sure your belly will be aching for days afterwards.*

Presmir can mix several types of potions, elixirs, ointments, and poisons. Potions offer a time-limited bonus or buff to who drinks them, enhancing a natural ability of the recipient. Elixirs confer temporarily a special ability the character does not possess. Ointments have instantaneous effects that lessen or lift negative conditions from their recipient. Potions, elixirs and ointments alike have *always* negative side effects, due to poisoning to the toxicity of the ingredients. These collateral effects are of the same strength and magnitude of the buff granted (for potions) or the status healed (for elixirs): they must make some impact in the game and balance the positive effects overall. Collateral effects are always temporary, but they should last long to make a difference: For potions and elixirs, the side effect lasts typically longer than the buff. *Examples: a potion enhancing intellect and wits can make you clumsy and weak; an elixir that makes you levitate in mid air may paralyze your limbs; a healing wounds ointment can make you sick and feverish for a week long.*

Poisons confer only temporary negative effects, and must be delivered through a weapon or ingested. Usually, ingested poisons have stronger effects.

All these alchemical compounds require the proper materials and reagents to be brewed: the stronger



potions need extremely rare ingredients which may be found while adventuring.

## Trait - Grenadier (Fire)

*Whoa whoa whoa! Be careful when handling that vial. Do you want to go boom?*

A different type of alchemical mixtures Presmir is able to brew are burst concoctions, which work like splashing grenades. Grenades often (but not necessarily) make moderate area damage on impact, and must be used carefully if you want to avoid hurting your allies together with your foes. More importantly, grenades offer some advantage by having a lingering effect: either they provide a tactical change in the area of effect, as for a *smoke bomb*, or they may provide a debuff effect on the splashed targets

(for instance, an *acid grenade* may corrode metal objects and armor). Presmir himself is quite skilled at throwing small objects (such as ampoules and vials) with bare hands.

## Trait - Arcane Investigator (Light)

*Magic is omnipresent but well hidden. You need to train your senses in order to see it, to feel it.*

Presmir can detect and analyze magic auras, thanks to his constant study and training. For instance, he can easily sense the presence of active magic effects on an area, including magical gear, and if he studies the auras long enough he can understand its source type, power and magnitude, and even understand what the arcane effect actually does. Illusions usually take a larger effort and a longer time to be detected and investigated.



- **Drunkard:** When Presmir starts drinking it is hard to make him stop. He loves to get drunk, and when he does he goes on until collapse.

## Vice - Pessimistic (Electricity)

*Ohmy, this is so going to go wrong. We will never succeed. Why always me? I curse you, destiny!*

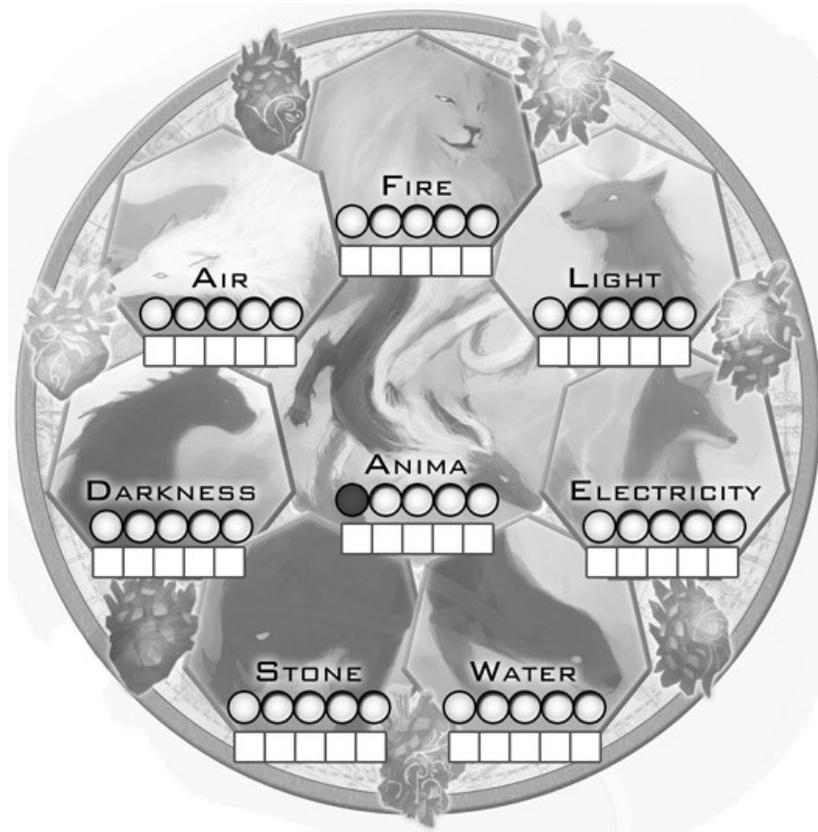
Presmir shows an extremely negative attitude towards his near future. Every one knows that if something can go bad it will do, but with Presmir this takes an exaggerated meaning. Not only he is extremely superstitious, but he is deeply convinced that fate hates him, and it will try to hinder his success with every means. For this reasons he tends to swear and curse a lot.

## Minor traits

- **Forager:** extensive knowledge of wild plantlife allows Presmir to survive long times in the wilderness without the need for hunting.
- **Cooking:** Along his skill in potions, the vast knowledge of Presmir in herbs and spices makes him an excellent cook. Given time, equipment and material he can also make good beer, wine, and liquors.

## PC Relationships

- **Lilian, violet haired princess:** *Fae magic is in her hair, one of the rarest forms of magic. That was indeed an enchantment of Fargan the second-guesser.*
- **Delgado:** *His hands have an open stream connection to his inner spirit. Only a calm mind could achieve such power.*
- **Oscar:** *His unrespectful speech is going to be the doom of us all.*
- **Alouette:** *A master of disguise. Even I have trouble unfolding her illusion veils, fascinating.*
- **Erik:** *Best drinking buddy ever. Better not make him angry, though.*
- **Matilda:** *Despite not having arcane training, she can distill magic properties from her materials. Impressive skill.*



## Quick game mechanics

On a player action, The Game Master may call *resolution by balance*. An element related to the action is established (Fire for aggressive actions, and so on). The player then draws from the scenario balance deck. She can redraw as many times as his personal anima points beyond the first in the selected element (discarding previous draws), as long as she is not satisfied or until she draws Aether. Check the match between action element and drawn element:

- **Perfect Success** (same element or pure anima draw): Success AND. The action works better than expected.
- **Outside Success** (one step away): Success BUT. The action works but there are mitigat-

ing circumstances.

- **Neutral Success** (two steps away): Failure BUT. No serious ground is gained but there is a somewhat positive effect alongside.
- **Total Failure** (opposite element or aether draw): Failure AND. The action fails and things get possibly worse.

## Anima Surge

Instead of drawing, a player can BURN an anima point from her personal balance, of an element with two or more points. The draw is considered to be of that element, and one card of that element is added to the scenario balance. Burnt anima points are restored between sessions.