

The Apothecary

You are a member of the Guild of Apothecaries and Alchemists. You've spent your years working with elixirs, brews, and mysterious concoctions, with an unquenchable thirst for unlocking the hidden properties of herbs, minerals, and arcane ingredients. You have dedicated your life to the art of alchemy and medicine. From crafting potent potions that mend wounds to concocting mysterious elixirs that grant otherworldly abilities, you are a true marvel in the realm of apothecaries.

Skill Proficiencies: Arcana, Medicine

Tool Proficiencies: Alchemist's Supplies, Herbalism Kit

Languages: One of your choice

Equipment: A set of alchemist's supplies, a herbalism kit, a set of common clothes, a pouch containing 10 gp, a vial of a mysterious potion, and a journal filled with notes on various concoctions and experiments.

Feature: Master of Potions

Your extensive knowledge of alchemical brews and herbal remedies grants you a unique insight into their effects. You can identify the properties of potions and other alchemical substances by studying them for 1 minute. This feature also allows you to brew simple potions during a short rest, given access to appropriate ingredients and equipment.

Additionally, you can create antitoxins and herbal remedies that provide advantage on saving throws against poison or diseases, as long as you have access to a herbalism kit and sufficient ingredients. *Talk to your GM, on how much you're allowed to do, especially a low levels.*

Suggested Characteristics:

Personality Traits:

- I'm always eager to try new mixtures and concoctions, even if they end up with unexpected results.
- I'm meticulous and precise in my work, measuring ingredients down to the tiniest grain.

Ideals:

- I believe that the secrets of the natural world can be unlocked through careful experimentation and study.
- My goal is to uncover the mysteries of alchemy and share my discoveries with the world.

Bonds:

- I owe a debt to my mentor, who taught me alchemy and guided me in my studies.
- I feel a strong connection to the natural world and strive to preserve its balance.

Flaws:

- My obsession with experimentation sometimes leads me to overlook potential dangers.
- I can be a bit absent-minded and forgetful, especially when engrossed in my work.

Feel free to add other characteristics or borrow from other backgrounds.

Background Variants:

Herbalist Healer: You specialize in using herbs and natural ingredients to create potent healing concoctions. Your *Master of Potions* feature allows you to brew healing potions twice as fast, and you gain proficiency in the Medicine skill.

Toxicologist: You have a fascination with poisonous substances and their effects. You are adept at creating deadly toxins and use venoms, for both offense and defense. Your *Master of Potions* feature allows you to create poisons and toxins that deal 1d4 damage or impose similar negative effects.

