

Alchemic Science Cheat Sheet



1. Devise a Formula

Consult with the Marshal and check Elixir Concoction Table to see under what Hand your Elixir falls on the difficulty chart.

Make Science:alchemy/chemistry roll vs. Fair (5)

- Succeed: Record raises and draw cards
- Fail: Spend half listed research time but no formula

Draw 5 cards +1 for each Raise on the Science roll.

Build a poker hand to meet or beat the required Hand of your elixir.

- Meet: Success! Formula Devised!
- If Science:Chemistry and Beat: Success and for each hand over what's needed, you get +2 Base Reliability
- Joker? Wild card BUT red = Potent elixir AND if Science:alchemy, vision of future, Black = Research Mishap; if Science:Alchemv. Manitou battle for

2. Determine Ingredients

Determine the ingredients needed based on the cards drawn:

2-7 : Common (\$0.05 / oz.)

8-Queen : Uncommon (\$1.00 / oz.)

King, Ace : Rare (\$10.00 / oz.)

Joker : Exotic (\$100-\$1000 / oz.)

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Spade = 4 oz.

Heart = 3 oz.

Diamond = 2 oz.

Club = 1 oz.

3. Brew the Elixir

Make a Science:Alchemy/Chemistry roll vs. TN on Elixir Concoction Table

- Failure = Brew time and ingredients wasted
- Raises = +2 to Reliability

Hand	Example	Research Time	Brew TN	Brew Time	Philosopher's Stone
Royal Flush	Heals all damage, kills instantly, restores life to recently deceased, Transmutation of elements	1d20 years	21	1d8 days	1d12 oz.
Straight Flush	Raises/Lowers a Trait by 3 die types. Restores missing body parts, Cures blindness. Makes walkin' dead.	1d4 years	19	1d6 days	1d10 oz.
4 of a kind	Heals severe (dynamite) damage. Cures one particular disease	1d12 months	17	1d4 days	1d10 oz.
Full House	Raises/Lowers Trait by 2 die types	1d6 months	15	1d20 hours	1d8 oz.
Flush	Heal/causes major (rifle) damage. Grants +4 mod. to Trait. Grants major power like <i>soul sight</i>	1d4 weeks	13	1d12 hours	1d8 oz.
Straight	Raises/Lowers a Trait by a die type	2d6 days	11	1d10 hours	1d6 oz.
3 of a kind	Heals/Causes minor (pistol) damage. Grants minor power such as <i>night vision</i>	1d4 days	9	1d8 hours	1d6 oz.
2 pairs	Minor physical effect: heals/drains a large amount of Wind, gives +2 modifier to Trait, causes instant sleep	1d10 hours	7	1d6 hours	1d4 oz.
Pair or better	Minor physical effect: heals/causes a few Wind, gives +1 mod. to Trait	10x1d6 minutes	5	1d4 hours	1d4 oz.

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Base Reliability

Base Reliability = 10

+2 per Raise on Science roll
(Formula)

+2 per Raise on Poker hand if
Science:Chemistry

+2 per Raise on Science roll
(Brew)

Other People's Formula's

Study the formula for a period of time = to Brew
Time (see table).

Make Science:alchemy/chemistry roll vs. TN
listed.

- Success = can use formula
- Fail = more study needed
- Bust = Can't understand this formula

Creating Philosopher's Stone

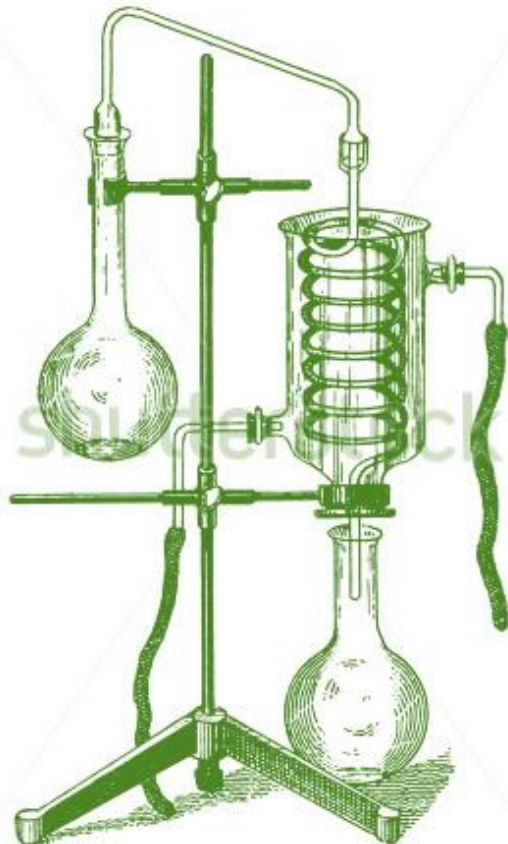
One ounce of ghost rock is needed for every one
ounce of Philosopher's Stone (Ghost Rock =
\$6.25 / oz.)

One ounce of blood per ounce of Philosopher's
Stone.

Hard (9) Science:alchemy/chemistry roll to heat
compound correctly

Take 1 Wind per ounce of blood used (recover 1
Wind / day)

Someone else's blood? -1d6 Reliability



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