**Q: Any observations or tips or tricks to make this track go smoother? As far as I can see it's best paired up with tracks and tactics that don't place a heavy demand on your move and swift actions like Discipline of the Serpent + Way of the Gun.**

**Mystify:** true symbol or professional soldier don't help, at least not unless you have a swift-> move ability. if you do, it can be very handy for your initial buffing.

Cocktail tossing with your entire action is not really how its intended to work. You will burn through all of your potions for a scene extremely quickly like that. Its more "I am taking my full attack, and I will lob a potion as one of those attacks". Its not your primary offense, so you will either need other standard actions or to be good at martial.

You definitely want to pair it with something that doesn't have a high demand for your move actions, but swifts are not as important. There are swift abilities, but they tend to be more on an as-needed basis than something you need to spam.

the one-per-round limit is saying that once you hit an opponent with the poison and they roll their save, that is the only save that round. Hitting them a second time doesn't make them re-roll. You can't re-apply the same poison (which would be a waste anyways, as they persist across the rest of the encounter) to force another save. If they make the save the first time, that's it, they resisted the poison this round.

**Draz:** Yup -- like spellcasting, Combat Alchemist is a track that gives you a LOT of different abilities, making you very versatile, at the cost of endurance -- unlike most other tracks, you can run out of important resources until the end of the [Scene].

Brews run out faster than spells, since 5-17 (from Level 1 to Level 20) is a lot fewer than the spell slots a spellcaster gets. Partly this is made up for by the fact that you can change which brews you make as-needed between [Scenes], while spellcasters are mostly stuck with the same Spells Known. But mostly it's supposed to be made up for by having per-[Encounter] abilities at Circles 2, 5, and 7. (I don't have a good sense for whether this actually works out -- the per-[Encounter] abilities seem like they run out awfully fast as well.)

**Mystify:** its also made up for by the different tiers of potion having the same cost. a spellcaster only gets a couple of their highest circle spell, while a combat alchmeist could prepare all of their potions as their highest tier.

**Draz:** Good point. Most brews don't scale and lose effectiveness fairly quick. But a few scale very nicely and are tempting to keep using forever.