		1h	ilities			— 30	3	0		
		Scor			Modifier	HP	Alt	HP Dam		
Stre	noth	14	14	+2			Clas			
	~	16	16	+3						
Sta		12	<i>12</i> 15	+1			c Warrior – Alchemi			
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Ba		16 14	<u>16</u> 14	+3	-		2 -	-1		
Constitu		12	12	+]			xperien	ce Points		
H	lealth	12	12	+1	1 +1		1			
		12	12	+)						
	~	13 14	13 14`	+1			evel Adj	ustments		
Move		12	12	+1						
Intellig		13	13	+]	1 +1		TAI			
Know	U	12	12	+1				Depravity:		
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		14 12	$\frac{14}{12}$	+2			ity:	53		
Willp	ower	16	16	+3	3 +3	•	ait	0 ±0		
Charl		12	12	+1		Insa	my:			
Influ Phys. Be		14 10	<u>14</u> 10	+2			Affin	ities		
r iiys. B		10	12	+1		Psyc		Mystic		
		12	12	+)		<u>_</u>		50%		
	Luck	12	12	+)	1 +1	93	/0	30/0		
n		C.			ack Scores		4 1	D '		
<i>Base</i> +1	Muscle +3	Siz +(<u>с / Еріс</u> +0	Base Bonus +()	Base Mele	e Attack +4	Progression		
Base	Aim	Siz		<u> </u>	Base Bonus	Base Rang	•	tack Progression		
+1	+3	+()	+0	+0		+4			
		Weapo				er Protection				
	r <u>mor Name</u> ded Leat			Bonus -3	Max Dex to +5	AC Check I		Spell Failur 00%		
Stud					•		-1 0070 Top Spec			
Absorb Rate 2S; 1P; 0B 15HP; Hit Range: 13+								30 ft.		
105010 Ru			S; 1P; 01							
205010 Ru	Shie	eld Name	S; 1P; 01		AC Boni	is Check H	~	Spell Failur		
205010 144	Shie	eld Name None		3 15H	AC Boni +0	is Check I	~	Spell Failur 00%		
	Shie	eld Name None		3 15H	AC Boni	is Check I	~	Spell Failur		
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Absorb Ra Deflection +0	Shie N Othe n Magi	eld Name None r Properti 0 c / Psionia +0	es (Master S; 0P; 0 [Insight	B 15H work / M B 0HP t / Luck	AC Bont +0 Magical / Psion ; Hit Rang Other +0	s Check I -(nic) e: 10+ Profane, +() /Sacred	Spell Failun 00% Top Speed 30 ft. Natural +0		
Absorb Ra Deflection +0	Shie P Othe n Magi n Magi	eld Name None r Properti 0 c / Psionia +0	es (Master S; 0P; 0 [Insight	B 15H work / M B 0HP t / Luck	AC Bont +0 Aagical / Psio 2; Hit Rang Other +0 Attack Progre	s Check I -(nic) e: 10+ Profane, +() /Sacred	Spell Failun 00% Top Speed 30 ft. Natural +0 Damage		
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	2 0.	Total	Rasa	1 <i>bi</i>	l Mis	o En	ic I	Innio
Armo			<u>вазе</u> 10	+2				10.000 +0
					_		0	10
Forti			+3	+1				
Re	flex	+2	+0	+2				
	, Will	+5	+2	+3				
	Soul	+4	+3	+1			+	
Initia	itiva	+1	5	+1		+		
			<u> </u>	-				
	ovem							
Weight	Mo		Categ		Max	Dex	Che	eck P
76	42		Lig		-			_
153	42		Medi		+2			-3
230	28		Hear		+	-		-6
460	7		Lif		+(•		*
1,150	14		Pus	h	*			*
Sp Human: +1 Alchemist:	<i>ecia</i> Skill d6; 65	Point/	Level					vl)
			Ski	11s				
St.il	l Nam				Rank	A	hil	Mod
Applied Sc				-3	2		ow	+1
Alchemy				-5	3		eas	+2
Appraise			+	-1	0	Re/	Inu	+1
Assense				-1	0	Intui		
Autohypnc	sis		-	-7	4	W		+3
Balance				-2	0		ince	
Bluff Burgenuere			-	-2	0	Influ		
Bureaucrae Climb	:y (cc)			-2	2	Inf+ Mus		+2+0
Climb Concentrat	ion			-5	2		ill	+2
Craft (Scul	pt)			-2	0		ries	+2
Craft (Wea	pon)			-3	1		eas	+2
Craft (Wea Decipher S	cript			-1	0		Rea	+1
Diplomacy			+	-3	1		Soc	
Disable De				-1	0		Dex	+1
Disguise			-	-2	0		Rea	-
Engineerin				-2	0		son	+2
Escape Art	ıst			-2 -1	0	Dext Imu/		
First Aid Forgery				-1 -1	0	Inu/	Kno /Int	+1 +1
Gather Info	ormatio	on		-2	0		fl	+1+2
Handle An				-2	0	In		+2
Hide				-2	0		ance	+2
Intimidate				-1	1	~ ~	ries	+0
Jump				-5	2	Mu	scle	+3
Know. (Al	chemy)	+	-3	2		ow	
Knowledge	e (Meta	allurgy	7) +	-2	1		ow	+1
Knowledge	e (Orig	(in)		-2	1		ow	+1
Knowledge	e (Psio	nics)		-2	1		0W	+1
Listen Move Siler	11.7			-1 -2	0	Intu		
Move Siler Nautical	itiy			-2	0	Bala Intu/	ance Reas	
Open Lock				-2	0		Rea	
Perform ()		-0	0		ries	+0
Profession	(Imp.	Guard		+2	2		ires	+0
Psicraft			+	-2	0	Rea	lson	+2
Read Lips				-1	0		ition	
Ride				-5	3		ance	
Scry			-	-2	0		lson	-
Search	Ve		-	-4 -1	2 0		ison	-
	and		-	-1	0	Intu Dext		-
Slight of U	unu			-2	0	Re o	2	-
Slight of H			_	-1	0	Intu		
Slight of H Spellcraft				-1	0	Intu/		
Slight of H Spellcraft Spot			+	-		-		
Sense Moti Slight of H Spellcraft Spot Survival Swim				-3	2	Stan	n/F1T	1 1
Slight of H Spellcraft Spot Survival Swim			+	-3 -2	2	Stan Bala		
Slight of H Spellcraft Spot Survival Swim Tumble	al Dev	ice	+	-2			ance	+2
Slight of H Spellcraft Spot Survival Swim Tumble Use Magic Use Psioni			+++++++++++++++++++++++++++++++++++++++		0	Bala	ance	+2 +2
Slight of H Spellcraft Spot Survival Swim Tumble Use Magic			+++++++++++++++++++++++++++++++++++++++	-2 -2	0 0	Bala Influ	ance lence	+2 +2 +2 +2

Player Cris

Normal (M	lund	lane	/ M	laster	work) E	Equipm	ent					М	one	v			
Item Name		Lbs	Tot			Name		#	Lbs	Tot			rachn		Koji	A	iros
Red plume bronze helm				Leath	er gloves						Stored	7000	0		0		0
Rapier				Lante							Local	320	0		318		0
Light Crossbow					Pocketw						200000	0	0		0		0
Crossbow Bolts	50				sive X-B							Other	Valu	ahl	05		
Flail				Bol	ts for abo	ve					Iten				e (ea)	Sub	ototal
Black Silk Clothing				-	100ft. Cr 19		ich 1-2				Unusual Copp						
Black Work Clothing	2				Forge T				S		Necklace	D :	1	200			
Armor Maintenance Kit					Set of Fi				S		Signet		1	200	Mk		
Book of Origin, Simple					ial Order						Spiked Leath						
Food (per day)	30				nantine M		t)				Coil of gro	ey Rope					
Heavy Duty Bk/Wh backpack	ζ			Old L	eather ha	<u>ut (SM)</u>			S		ψτ Μ	1.0.	0	514	-1		a
50 ft. silk rope					ons from Sa	`			S		*Large Ma		0		k ea	01	Mk
Belt	2				h of pilla		h		S		Aros & Ad	lam Disc	20	100~1	50 Mk	~	
Belt pouch	3				of blowgu	n darts			S								
Imperial Signet Ring				Blow				10	S								
Jingle bells	6				Skull Sta	ave (Pign	ny)		S								
Candles	12			Ships	Forge				S								
Chalk pieces	10				in 10x3x3 ft				S								
Crowbar					bars in L			3.5	S								
Oil (one pint flask)	10			Nicke	l bars in	Lbs		5.5	S			T 7 1	11	7	1	0.1	
Signal whistle	1.0											Valu					Mk
Torch	10											(Fran	id T	`otal	01	Mk
Water Skin (one pint each)	5											Lan	gua	ges			
Whetstone	5										Languag		_	ot+	Ran	ks T	Int+
Matches (boxes of 20)	2										Impe			11	10		+1
Vial of acid for matches											Leg			-7	6	_	+1
Money belt											Mys				0	_	
Hammer for pitons	10										Alterra				0	-	
Pitons	12										Tarana (Orient)			0		
Riding Boots											Gly				0		
Leather Shoes			0		<i>r</i>	T / 1 II)	7 • 1 4			0	Fe	ats & Cl	lass	Fee	Iture	· C	-
Total Weigh			0 Total Weight 0					Starting									
Special (Ma	gica	l/P	sion								Racial	Open					
Item Name				Sp	ecial Power	S	#			Total	Weapon Gi			nuc	u		
Green metallic coal Small metallic disc.		Ear	und i	n Caa	ros Maze	٨			S		Weapon Gi			& F1	aile		
Jar of Fluid from island									S		Weapon Gi				ans		
Bag of grey powder			Translucent Amber Flu From Pigmy Island			ulu			3		Armor Gro						
The Fundamentals of Alche	m 1	Hardbound book from			Saaraa	1	1	5		L3: Weapo	U U		ified	[Tra	inin	σ]	
The Fundamentals of Alche	iiiy	IIa	lubo	unu b	OOK HOIII		otal)				L3: Improv						
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Persona Race	l INJ Gender							Ma		Status							
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Eye Color Hair Color		cial St			Soc. Stat M		Rank		irth R								
	C	entur	ion		+0		10		1 of	1							
Mother (Profession)	Fathe	r (Pro	fessio	n)		Place of	of Origi	n									
Notas								7	Vat	20							
Notes			V	V					Note								
PathosEthos				X X					euti euti								
		$\frac{1}{c}$				11 1 1 1 1	<u> </u>		eun	rai							
Cohort / Anii	mai			Subtype			Hp		7/4/	E£							
Name		1	ype (.	suotype)	пр	пр	AC	C/t/.	Гј							
Attack / F	full At	tack				Movemen	nt (Buri	·ow/F	Tly/Sw	vim)							
Attacks (& Damage)												_					
	S.	pecial	Attac	eks / Qu	alities						Learnin	σ					
	5										Leurnin	5					

Chg 1 1 1 1 1	Item/Staff Name, Caster Level: 0 Ability 1 Ability 2 Ability 3 Ability 4	DC 00 00 00 00	Remaining Ch
Chg 1 1 1	Item/Staff Name, Caster Level: 0 Ability 1 Ability 2 Ability 3 Ability 4	DC 00 00 Ray	Remaining Ch
Chg 1 1 1	Item/Staff Name, Caster Level: 0 Ability 1 Ability 2 Ability 3 Ability 4	DC 00 00 Ray	Remaining Ch
Chg 1 1 1	Item/Staff Name, Caster Level: 0 Ability 1 Ability 2 Ability 3 Ability 4	DC 00 00 Ray	Remaining Ch
Chg 1 1 1	Item/Staff Name, Caster Level: 0 Ability 1 Ability 2 Ability 3 Ability 4	DC 00 00 Ray	Remaining Ch
Chg 1 1	Item/Staff Name, Caster Level: 0 Ability 1 Ability 2 Ability 3 Ability 4	DC 00 00 Ray	Remaining Ch
1	Wand of Spell Name	DC 00 DC	50
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Game Notes

AGE = Alchemic Gate Energy

Each transmutation requires the expenditure of AGE points. A 1st degree transmutation requires one AGE point, whereas each successive degree doubles this cost (e.g. 2^{nd} Degree = 2, Third Degree = 4).

Fundamentals of Alchemy

This book is bound in Adamantine trimmed grey leather, the cover of which is emblazoned with a hexagram (the symbol of alchemy, depicting the elements fire and water intertwined). The pages are a stiff, treated paper, which is resistant to fire and acid. It covers many of the fundamentals of the Alchemical sciences, both in regards to transmutation circles and alchemic reactions, such as those required to craft alchemical items.

In it there are also sporadic mentions of *human transmutation*, including examples of circles, which may work along these lines.

	G	Total	Expe	nded			
Energy		8	0				
	(Circles Dev	eloped				
1		ination (Meta		od)			
1	Lam	ination (Two	Metals)				
1		ination (Steel		el)			
1	Puri	fication (Flui	ds)				
1	Sepa	aration (Fluid	s)				
1	Deta	iled Shaping	of Soft I	Earth			
1	Face	eting Stones (Hardness	s <3)			
1	Cha	nge substance	by 1 de	gr.			
1		ing the color of	-	terials			
1	-	e Metal or Stone					
2		eting Stones (s <6)			
2		ring Gas Den					
2		nge substance					
2 2		iled Shaping o					
2	2 Altering the color of non-porous materials						
	Spells Understood						
1		legree		1AGP			
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Game Notes