

Table 1-1: Alchemist D20 Class

Level	Base	Fort	Ref	Will	Special	Craft Reserve	Transmutations		Max Rank
	Attack Bonus	Save	Save	Save			Known		
1st	+0	+0	+0	+2	Alchemical Circle, Craft Alchemic Array, Bonus Feat	20	1	1	
2nd	+1	+0	+0	+3	Reshape Item	40	2	1	
3rd	+2	+1	+1	+3	Alchemic Item Creation, Bonus Feat	60	2	1	
4th	+3	+1	+1	+4	Artisan Adaptation	80	3	2	
5th	+3	+1	+1	+4	Bonus Feat	100	4	2	
6th	+4	+2	+2	+5	Ranged Transmutation	150	5	2	
7th	+5	+2	+2	+5	Bonus Feat	200	5	2	
8th	+6/+1	+2	+2	+6	Adaptive Learning	250	6	3	
9th	+6/+1	+3	+3	+6	Bonus Feat	300	7	3	
10th	+7/+2	+3	+3	+7	<i>Permanency</i>	400	7	3	
11th	+8/+3	+3	+3	+7	Bonus Feat	500	8	4	
12th	+9/+4	+4	+4	+8		700	9	4	
13th	+9/+4	+4	+4	+8	Bonus Feat	900	9	4	
14th	+10/+5	+4	+4	+9		1,200	10	4	
15th	+11/+6/+1	+5	+5	+9	Bonus Feat	1,500	11	5	
16th	+12/+7/+2	+5	+5	+10		2,000	12	5	
17th	+12/+7/+2	+5	+5	+10	Bonus Feat	2,500	12	5	
18th	+13/+8/+3	+6	+6	+11		3,000	13	5	
19th	+14/+9/+4	+6	+6	+11	Bonus Feat	4,000	14	5	
20th	+15/+10/+5	+6	+6	+12		5,000	15	5	

Class Features

Abilities: Intelligence is the most important because it determines the effectiveness of his transmutations and skills involved with their use, but it plays a lesser role than for most spellcasters. A high Dexterity improves the alchemist's defensive ability. Charisma is also important for alchemist's that wish to be able to craft and use magic items.

Alignment: Any.

Hit Die: d6.

Skill Points at 1st Level: (6 + Int modifier) X 4.

Skill Points at Each Additional Level: 6 + Int modifier.

The alchemist's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Disable Device (Int), Disguise (Cha), Knowledge (all taken individually) (Int), Open Lock (Dex), Profession (Wis), Search (Int), Spellcraft (Int), and Use Magic Device (Cha).

Alchemist Starting Gold: A 1st-level alchemist begins play with 5d4 X 10 gp (average 125 gp).

Weapon and Armor Proficiency: An Alchemist is proficient with all simple weapons. Alchemists are proficient with light armor, but not shields. An Alchemist can cast Alchemist Transmutations while wearing light armor without incurring the normal arcane spell failure chance. However, like any other arcane caster, an Alchemist wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure as all Transmutations have somatic components. A multi-class Alchemist still incurs the normal spell failure chance for arcane spells received from other classes.

Alchemical Circle (Ex): An Alchemical Circle is a special mathematical drawing that allows an Alchemist to invoke the magic needed to perform his 'Transmutations'. Treat this as a *Material Component* that the Alchemist is required to have in order to utilize any of his *Transmutations*. An Alchemical Circle can be drawn as a Move-Equivalent action, once per round. Either with an item such as a brush and ink or chalk, carved into an object, or even drawn into soft material. The Alchemical Circle must actually be drawn upon the surface of the object that the Transmutation is being placed upon. Drawing an Alchemical Circle provokes an Attack of Opportunity, unless you take quick circle, but can be done defensively with a concentration check. Transmuting the Alchemical Circle always provokes an attack of opportunity, as a spell-like ability. Alchemical Circles last only 24 hours, or until they are used, in which case they lose their ability to conduct magical energies. If you create an Alchemical circle and utilize a *Transmutation* at the same time, you may do it as a Full-Round action that provokes only one Attack of Opportunity. Drawing a transmutation circle can be performed defensively just like arcane spell casting.

Transmutation (Sp): Alchemist's do not prepare nor cast 'Transmutations', however they do harness the arcane power of magic in their own unique way. These abilities known as 'Transmutations' are *not* spells of the School of the same name in any way, but dealt with in the same manner. Instead they are a compilation of scientific equations and pure magical energy. An Alchemist can utilize any of his *Transmutations* at will, as long as he has access to his *Alchemical Circle*.

The Alchemist's *Transmutations* are instead spell-like abilities, and require a Standard action to use. They also provoke an Attack of Opportunity as usual with spell-like abilities. Unlike other spell-like abilities all Alchemy has a material and a somatic component and a few have need of a focusing component as well. As with spells a *Transmutation* can be disrupted or interrupted, and an Alchemist is allowed a Concentration check in order to activate a *Transmutation* if hit by an attack while doing so. Also, as usual with spells, *Transmutations* can be activated defensively. An alchemist's *Transmutations* are subject to Spell Resistance if the spell is subject to spell

resistance. His Caster level for his *Transmutations* is equal to his alchemist level. The save DC for any *Transmutation* is equal to 10 + equivalent spell level + Int mod.

Since spell-like abilities are not actually spells, an Alchemist cannot benefit from the Spell Focus feat. He can, however, benefit from the Ability Focus feat (see page 303 of the Monster Manual), as well as from feats that emulate meta magic effects for spell-like abilities, such as Quicken Spell-Like Ability and Empower Spell-Like Ability (see pages 303 and 304 of the Monster Manual). The Alchemist must also have any material necessary material components when performing the Transmutation.

There are five different grades of Transmutations. An Alchemist begins with knowledge of one Transmutation, which must be of rank one. As an Alchemist gains levels, he learns new Transmutations, as summarized on Table 1-1 and described below. A list of available Transmutations can be found following this class description, and a complete description of each Transmutation can be found in the Spell Compendium.

At any level when an Alchemist learns a new Transmutation, he can also replace a Transmutation he already knows with another Transmutation of the same or a lower grade. Spells with an energy type descriptor can be replaced with any other energy type, but once learned that way it must as that energy type. Changing the energy type of a spell would be considered switching a Transmutation for that level.

When caster level applies, any spell that deals additional die of damage it is done at half your actual caster level, rounded down to a minimum of one die. An Alchemist may use his full caster level to deal additional damage dice by spending an action point.

Disable Device (Ex): An alchemist can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a non-magical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create the trap.

An alchemist can use the Disable Device skill to disarm magic traps. Usually the DC is 25 + the level of the spell used to create the trap.

An alchemist who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with his party) without disarming it.

Craft Alchemic Array [Item Creation]: An Alchemic Array is a special type of Alchemical Circle, each crafted to support one type of *Transmutation*. From now on whenever the Alchemist goes to utilize that *Transmutation* he no longer is required to create an *Alchemical Circle* in order to utilize it to its full effects. These Alchemic Arrays take up one space on the body as a Magic Item would (page 288 of the *Dungeon Master's Guide*). The costs for Crafting an Alchemic Array are listed on the table below. They remain even after you have used the transmutation. At a later time you may apply another transmutation to the same body slot effectively erasing the previous array.

Alchemic Array

Power Rank	Material Cost	XP Cost
1	250 gp	25
2	550 gp	50
3	1200 gp	125
4	2500 gp	200
5	5200 gp	450

Alchemic Item Creation [Item Creation]: An alchemist can create a magic item even if he does not have access to the spells that are prerequisites for the item, and is considered to have the Craft Wondrous Item feat. The alchemist must make a successful Use Magic Device check (DC 20 + caster level) to emulate each spell normally required to create the item. Thus, to make a 1st-level wand of magic missile, an alchemist would need a Use Magic Device check result of 21 or higher. To create a bottle of air (caster level 7th), he would need a check result of 27 or higher to emulate the water breathing prerequisite.

The alchemist must make a successful check for each prerequisite for each item he makes. If he fails a check, he can try again each day until the item is complete (see Creating Magic Items, page 282 of the *Dungeon Master's Guide*). If he comes to the end of the crafting time and he has still not successfully emulated one of the powers, he can make one final check—his last-ditch effort, even if he has already made a check that day. If that check also fails, then the creation process fails and the time, money, and XP expended to craft the item are lost.

An alchemist can also make Use Magic Device checks to emulate non-spell requirements, including alignment and race, using the normal DC's for the skill. He cannot emulate skill or feat requirements, however, including item creation feat prerequisites. He must meet the caster level prerequisite, including the minimum level to cast a spell he stores in a potion, wand, or scroll.

An alchemist's transmutations do not meet spell prerequisites for creating magic items. For example, an alchemist must still employ the Use Magic Device skill to emulate the shocking grasp spell to create a wand of shocking grasp, even though shocking grasp appears on his transmutations list.

For purposes of meeting item prerequisites, an alchemist's effective caster level equals his alchemist level +2. If the item duplicates a spell effect, however, it uses the alchemist's actual level as its caster level. Costs are always determined using the item's minimum caster level or the alchemist's actual level (if it is higher). Thus, a 3rd-level alchemist can make a scroll of fireball, since the minimum caster level for fireball is 5th. He pays the normal cost for making such a scroll with a caster level of 5th: 5 X 3 X 12.5 = 187 gp and 5 sp, plus 15 XP. But the scroll's actual caster level is only 3rd, and it produces a weak fireball that deals only 3d6 points of damage.

Reshape Item (Su): At 2nd level the Alchemist begins to train in the true art of Alchemy. The ability to transform matter from one shape into another. However, all Alchemists follow a rule of 'Equivalent Exchange', meaning you cannot create without giving up something of equal or lesser value. When you first gain this ability, it works as a *Wood Shape* as the spell, except it confers its effects onto Wood, Metal, and Stone, utilizing 1/2 your Alchemist Class level as your Caster Level. At 9th level the ability begins to work as the spell *Fabricate* instead, utilizing your Alchemist level as your Caster level. You may use these abilities *at will*.

Bonus Feat: An Alchemist may select any Alchemic, Meta-magic or Item Creation feat as a Bonus Feat.

Artisan Adaptation (Ex): At 4th level an Alchemist can take 10 on any Use Magic Device checks with items that they have the appropriate item creation feat with, even while distracted.

Ranged Transmutation (Sp): When you prepare a Transmutation circle you normally have to be touching it to activate it. Now you may make another, linked, transmutation that does not activate itself, but instead activates the other transmutation circle. This can be done at a range of Long (400 ft. + 40 ft./level) and is performed just like any other transmutation.

Adaptive Learning (Ex): Some Transmutations can be applied to multiple elements, now you have learned a different variations of the same Transmutation. Certain Transmutations have different or reverse effects of other Transmutations. Now you can add those different Transmutations or Spells of the same level to your Alchemist Transmutation List. Including Higher and lower spell level versions of the spell. Ex: Turn rock to mud, can be used as the transmutation turn mud to rock, cats grace can also be used as bulls strength. Or Cure Light Wounds and Cure Serious Wounds.

Permanency (Sp): At level 10 an Alchemist gains use of a Transmutation that mimics the functions of the *Permanency* spell in many ways. At the DM's discretion the Permanency spell may be applied to other effects not directly stated in the spells description.

Equivalent Exchange (Ex): There are three steps to any Transmutation. Determine the make-up of an object, take it apart, and rearrange it into a new form. Transmutations do not create matter from nothing, they utilize already existing materials and twist and transform it in order to create a new effect. The material can be anything from a stone on the sidewalk, a bucket of water, the oxygen in the air, or even the flesh of a creature. Each Transmutation is grouped with others of the same type, depending on what material is used in the Transmutation. Any that require metal, stone, or earth are considered Mineral. Those that utilize air, water, and fire are considered Energy Transmutations. Finally, any that require living flesh or organic matter are considered Organic. These materials used in each Transmutation are not optional, they are *required*. The list below lists what must be Exchanged in order for the Transmutation to take full effect. The matter is not lost or used, simply replaced and reformed. Therefore the same metal you used in a Metal Skin Transmutation you may utilize in an Iron Skin Transmutation, however this would end the previous Transmutation. As a general guideline all Transmutations require at least one pound of said material per spell level to complete the Transmutation.

Conditions: Some *Transmutations* have *Favored Conditions* that can increase the effective Level, Save DC, or even the effect of the *Transmutation*. Others however are stunted by certain conditions. These, again, are detailed below the Transmutation Listings.

New Alchemist Feats

Alchemic Completion [Alchemic]

An alchemist may use their Metamagic feats with spell completion magical items.

Prerequisite: Alchemic Item Creation, Craft (Alchemy) 14 ranks, see text.

Benefit: An alchemist gains the ability to apply a metamagic feat he knows to a spell completion item (generally a scroll). He must have the appropriate item creation feat for the spell completion item he is using. The DC for the Use Magic Device check is equal to 20 + (3 X the modified level of the spell). For example, applying the Empower Spell feat to a scroll of cone of cold, creating a 7th-level effect, has a DC of 20 + (3 X 7), or 41. An alchemist can use this ability a number of times per day equal to 3 + his Int modifier. Skill Mastery: At 13th level, an alchemist can take 10 when making a Spellcraft or Use Magic Device check, even if stress and distractions would normally prevent him from doing so. This ability circumvents the normal rule that a character may not take 10 on a Use Magic Device check.

Alchemic Trigger [Alchemic]

An alchemist may use their Metamagic feats with spell trigger magical items.

Prerequisite: Alchemic Item Creation, Craft (Alchemy) 9 ranks, see text.

Benefit: An alchemist gains the ability to apply a metamagic feat he knows to a spell trigger item (generally a wand). He must have the appropriate item creation feat for the spell trigger item he is using. Using this ability expends additional charges from the item equal to the number of effective spell levels the metamagic feat would add to a spell.

For example, an alchemist can quicken a spell cast from a wand by spending 5 charges (4 additional charges), empower the spell by spending 3 charges, or trigger it silently by spending 2 charges. The Still Spell feat confers no benefit when applied to a spell trigger item. An alchemist cannot use this ability when using a spell trigger item that does not have charges, such as prayer beads.

Craft Auto-mail [Item Creation]

Allows you to craft the mechanically advanced auto-mail.

Prerequisites: Knowledge (Engineering) 4 Ranks, Heal 4 ranks

Benefit: You are able to craft the mechanical replacement limbs known as "Auto-mail" see the section below on the costs of crafting and specifications of each part.

Craft Homunculus [Alchemy]

Through the advanced use of alchemy an Alchemist is able to create an artificial life form.

Prerequisite: Alchemic Item Creation, Craft (Alchemy) rank 7, Knowledge (Arcana) rank 7

Benefit: An alchemist can create a homunculus as if he had the Craft Construct feat. He must emulate the spell requirements (arcane eye, mending, and mirror image) as normal for making a magic item, and he must pay all the usual gold and XP costs (though he can spend points from his craft reserve). An alchemist can also upgrade an existing homunculus that he owns, adding 1 Hit Die at a cost of 2,000 gp and 160 XP.

If an alchemist gives his homunculus more than 6 Hit Dice, it becomes a Small creature and advances as described in the Monster Manual (+4 Str, -2 Dex, damage increases to 1d6). The homunculus also gains 10 extra hit points for being a Small construct.

An alchemist's homunculus can have as many Hit Dice as its master's Hit Dice minus 2. No matter how many Hit Dice it has, a homunculus never grows larger than Small.

Create Soul Bind [Item Creation]

Allows you to craft special seals that bind the souls of the living to the material realm.

Prerequisites: Craft Alchemic Array

Benefit: With this feat you are able to bind a Soul to an object by creating a Blood Seal, a special alchemic array drawn out of your own blood. A Blood Seal must be created within 1 hour per Creature's Hit Die, otherwise the soul is lost and cannot be bound. An unwilling Soul can make a Will Save (DC 10 + 1/2 Class Level + Cha mod) in order to refuse the binding. A creature who is effectively bound gains the *Bound Soul Construct* template (Warforged becomes the creature's new race). Binding a soul costs 20 XP per Hit Die of that Creature.

Energy Substitution [Metamagic]

You learn and additional Transmutation.

Prerequisites: Any other Metamagic feat, Knowledge (arcane) 5 ranks

Benefit: Choose one energy type (acid, cold, electricity, and fire). You may modify any spell with one of these energy descriptors to your chosen energy type. These descriptors change the spell to the appropriate energy type. An energy modified spell does not change from its previous rank or level.

Special: You can gain this feat multiple times, each time choosing a new energy type.

Extra Transmutation [Alchemic]

You learn and additional Transmutation.

Prerequisites: Ability to use Rank 2 *Transmutations*.

Benefit: You instantly learn any Transmutation of one grade less than the highest grade you know already.

Special: You can gain this feat multiple times, each time choosing a new Transmutation to learn.

Improved Array [Item Creation]

Increases the number of Transmutations an Alchemic Array affects.

Prerequisites: Ability to use Rank 3 *Transmutations*; Craft Alchemic Array

Benefit: Utilizing incredible knowledge in Alchemy the creator of an Alchemic Array may introduce an extra *Transmutation* into a single Array. By increasing the costs of creating an Alchemic Array by adding in 1.5 times the original cost for the second *Transmutation*, the second *Transmutation* can be affected by a single Array.

Special: This feat can be taken multiple times, each time increasing the cost by + (1.5 x Cost of the extra *Transmutation*).

Overchannel Transmutation [Alchemic]

By putting your own life into your *Transmutation* you grant them great power.

Prerequisites: Ability to use Rank 2 *Transmutations*.

Benefit: You may increase the effective Caster Level and save DC of your *Transmutations*, however it is done at cost to your life. You may take an amount of Temporary Constitution Damage, in order to boost these *Transmutations* save DC and caster level on a 1 for 1 basis. This ability is used in conjunction with a *Transmutation* and you retain your Con score if the *Transmutation* to be affected is interrupted.

Piece of Soul [Metamagic]

By transferring a piece of your soul in to an object you may see, speak and actively control it.

Prerequisites: Knowledge (Arcana) 13 ranks, able to use the *Animate Object* Transmutation.

Benefit: You may transfer a piece of your soul into any object you have animated using *Animate Object*. By spending a standard action you possess any object you have cast *Animate Object* on as if using the spell *Magic Jar* on an object. This effect last only as long as the object remains animated.

Quick Circle [Alchemic]

You are able to prepare an Alchemical Circle must faster than most.

Prerequisites: Knowledge (Arcana) 10 Ranks, Profession (Scribe) 10 Ranks

Benefit: By making a DC (15 +1/per spell level) Profession (Scribe) check you are able to form an Alchemical Circle as a Free action once per round. You cannot take 10 on this check.

Retain Essence [Alchemic]

You may draw out the XP stored inside of a magical items for your own item creation.

Prerequisite: Alchemic Item Creation

Benefit: An alchemist gains the ability to salvage the XP from a magic item and use those points to create another magic item. The alchemist must spend a day with the item, and he must also have the appropriate item creation feat for the item he is salvaging. After one day, the item is destroyed and the alchemist adds the XP it took to create the item to his craft reserve. These points are lost if the alchemist does not use them before gaining his next level.

For example, an alchemist wants to retain the essence of a wand of summon monster IV that has 20 charges. Originally created (like all wands) with 50 charges, it required 840 XP when initially made, or 16.8 XP (840 - 50) per charge. The alchemist is able to recover the XP from the remaining charges. He puts 336 XP (16.8 X 20) into his craft reserve.

Seen the Gate [Alchemic]

You have seen the other side and the power of Alchemy slips through your body like your own blood.

Prerequisites: Ability to use Rank 3 *Transmutations*, must have attempted a *Human Transmutation* and survived.

Benefit: You are able to utilize your *transmutations* without a Transmutation Circle.

Specialized Alchemist [Alchemic]

Your Transmutations are harder to resist.

Prerequisites: Ability to use Rank 1 *Transmutations*.

Benefit: You choose one type of *Transmutation* (Mineral, Energy, or Organic), for the purposes of those *Transmutations* your caster level is 1 higher than normal and the DC is increased by 1.

Special: You may gain this feat 3 times, each time choosing a different form of Transmutation.

Studied Alchemist [Alchemic]

Your study of certain Alchemical formulas pays off in power.

Prerequisites: Ability to use Rank 2 *Transmutations*.

Benefit: You select a single *Transmutation* you know along with a single Metamagic Feat (Excluding Heighten). The *Transmutation* chosen may be utilized 3/day as though affected by said Metamagic Feat that you meet the prerequisites for.

Special: This feat may be taken multiple times, each time you may choose a new *Transmutation* and a new Metamagic Feat. You may also choose to improve a single *Transmutation* that a previous taking of this Feat affects, allowing you utilize that *Transmutation* another

3 times/day affected by the new Metamagic Feat chosen. You may utilize two of these daily allotments at once, combining both uses.

Supplemental Array [Item Creation]

The Alchemical Array now induces the required spell components ahead of time.

Prerequisites: Ability to use Rank 3 *Transmutations*; Craft Alchemic Array

Benefit: By doubling the Cost of an Array, it can be infused with the ability to supply enough material in order to produce the effect of any *Transmutation*, without supplying the material yourself.

Special: For every *Transmutation* on the Alchemic Array beyond the first, the cost of this Array is increased by x1.5.

Transmutation Focus [Alchemy]

You are particularly strong in one of the different types of Transmutations.

Prerequisites: Craft (Alchemy) 10 rank, Specialized Transmutation.

Benefit: Add +1 to the Difficulty Class for all saving throws against Transmutations from the type of Transmutations you select.

Special: You may take this feat multiple times, each time applying it to a different type of Transmutation.

Auto-mail

Auto-mail are crafted replacements for lost or injured body parts (Arms and Legs). They require a high mastery of anatomy and mechanical knowledge. Auto-mail replacements are usually priced quite highly because of this fact, plus it is a very dangerous procedure to boot. In all way shape and form, crafting Auto-mail requires the Craft Auto-mail feat. **Price:** The price of Auto-mail is dependant on the material in question and what body part is replaced. The list below shows this further.

Attachment: Attaching metal to flesh and having it work is one of the hardest procedures most have come to see. For the Technician it is incredibly difficult and a procedure to come across without fear. For the patient it is almost unbearably painful and some cannot stand the pressure it applies to their nervous system. Attaching a piece of Auto-mail takes only an hour for each piece (not section) however recovery for the patient takes at least 1 week. During the procedure the patient must make a Will save, the DC depends on the section, and the application of multiple sections require multiple Saves. On a failed save the application of the Auto-mail fails and the product must be attempted again after a week of recovery by the patient. However a character must roll all Saves regardless (therefore a patient getting an Auto-mail Whole Leg must make 3 Will saving throws, and is able to fail all 3, recovery time and penalties stack from each failed save).

Recovery: During recovery of a successful procedure, it requires the patient to regularly exercise and utilize his Auto-mail as much as possible. However, on a failed Attachment the patient takes a -2 penalty to Strength and Dexterity during recovery time for each Will save failed during the procedure. Also Recovery time is 1 week plus 1 more week per Will save Failed, however the penalties lessen by 2 after the first 2 weeks and vanish by the 5th week (the week the patient is completely out of Recovery in a maximum failed procedure). After the 1st week the patient is allowed out of traction and is able to proceed with their lives, but the patient of course still suffers from any penalties.

Penalties: All Auto-mail attachments impose 1d4 Strength and Dexterity damage when attached.

Benefits

All: All Auto-mail is subject to sundering as if it were a shield. Normally a piece of Auto-mail has a Hardness of 10 and 15 hp per section (Ex. A Hand has 15 hp, a Forearm has 30 hp and a Whole Arm has 45 hp). Adamantine Auto-mail has a Hardness of 20 instead, but not increase in hp.

Hand: Auto-mail hands increase the patient's grip and range of movement with this hand. The patient gains a +2 bonus on all Grapple checks and checks to avoid being disarmed, this bonus stacks with other Auto-mail bonuses. Furthermore he is treated as being armed even when making unarmed attacks.

Forearm: The Forearm improved on what the hand could not. It can be used to block and deflect attacks granting the patient a +1 shield bonus to AC that stacks with that of other Auto-mail but no other (to a maximum of +2 with 2 Forearms). When enhanced they are treated as a single Shield.

Whole Arm: By replacing the shoulder down to the fingers, this Auto-mail piece intensifies a patients strength and power. The patient gains a Slam Attack for 1d4 + Str mod damage, along with granting a +2 bonus on all Strength-based skill checks. Whole arm benefits stack with each other.

Foot: A metallic foot allows you to proceed where those could not on bare feet. You half the penalty to move through dangerous terrain (such as caltrops). Two feet enable the patient to move through these obstacles with no penalty.

Below Knee: Having this build below the knee allows the patient to significantly increases their ability to leap and jump. The patient receives a +5 competence bonus per Below Knee Auto-mail pieces applied to all Climb and Jump checks.

Whole Leg: A Whole Leg build greatly enhances the patients ability to run. The patient gains a +5 ft. land speed increase per Whole Leg.

Part	Base	Mithril	Adamantine	Will DC
Hand	750 gp	+300 gp	+400 gp	12
Forearm	1,250 gp	+650 gp	+725 gp	15
Whole Arm	2,200 gp	+975 gp	+1,250 gp	18
Foot	600 gp	+250 gp	+350 gp	12
Below Knee	1,200 gp	+525 gp	+650 gp	15
Whole Leg	2,050 gp	+850 gp	+1,075 gp	18

TRANSMUTATIONS					
Spell Name	Type	Rank	Level	Pg. #	Notes:
Earthen Grasp	Mineral	1	2	76 SpC	When utilizing mud in this <i>Transmutati on</i> the arm gains DR +1/ bludgeoning.
Fist of Stone	Mineral	1	1	107 CA	
Hail of Stone	Mineral	1	1	110 CA	
Cause Light Damage	Mineral	1	1	173 SpC	
Sandblast	Mineral	1	1	180 SpC	
Repair Light Damage	Mineral	1		173 SpC	If you provide 1lb/ per spell level from something other than the recipient you heal an extra 1d8/ per spell level.
Animate Fire	Energy	1	1	12 SpC	
Burning Hands	Energy	1	1	207 PHB	
Chill Touch	Energy	1	1	208 PHB	
Melt	Energy	1	1	114 CA	
Obscuring Mist	Energy	1	1	258 PHB	
Shocking Grasp	Energy	1	1	279 PHB	
Animate Wood	Organic	1	1	13 SpC	
Bark Skin	Organic	1	2	203 PHB	You may supplement in the normal wood for Dark Wood, increases the Natural Armor granted by this spell by +1.
Endure Elements	Organic	1	1	226 PHB	
Entangle	Organic	1	1	227 PHB	
Inflict Minor Wounds	Organic	1	0	244 PHB	This Transmutation only invokes the first step in Transmutation.
Bands of Steel	Mineral	2	3	24 SpC	
Cause Moderate Damage	Mineral	2	3	173 SpC	
Cloud of Knives	Mineral	2	2	107 Ph2	
Repair Moderate Damage	Mineral	2	3	173 SpC	If you provide 1lb/ per spell level from something other than the recipient you heal an extra 1d8/ per spell level.
Shatter	Mineral	2	2	278 PHB	This Transmutation only invokes the first step in Transmutation.
Soften Earth and Stone	Mineral	2	2	280 PHB	
Stony Grasp	Mineral	2	3	209 SpC	
Gaseous Form	Mineral	2	3	234 PHB	You may substitute the gas for an energy that you have Energy Substitution with, dealing damage of 1d6 +1 per/ level (max +10)
Binding Winds	Energy	2	2	27 SpC	
Flaming Sphere	Energy	2	2	232 PHB	
Pyrotechnics	Energy	2	2	267 PHB	
Wind Wall	Energy	2	2	302 PHB	
Bear's Endurance	Organic	2	2	203 PHB	A character can only have one Alchemical ability boost in effect at a time.
Brambles	Organic	2	2	38 SpC	
Bull's Strength	Organic	2	2	207 PHB	A character can only have one Alchemical ability boost in effect at a time.
Cat's Grace	Organic	2	2	208 PHB	A character can only one Alchemical ability boost in effect at a time.
Cure Light Wounds	Organic	2	1	215 PHB	If you provide 1lb/ per spell level, or 1 Con damage/ per spell level to yourself, from someone other than the recipient you heal an extra 1d8/ per spell level.
Delay Poison	Organic	2	1	217 PHB	This Transmutation only invokes the first step in Transmutation.
Inflict Light Wounds	Organic	2	1	244 PHB	
Plant Growth	Organic	2	3	262 PHB	
Water Breathing	Organic	2	3	300 PHB	This Transmutation uses the flesh being affected as the component.
Earthen Bolt	Mineral	3	3	104 CA	
Inflict Serious Damage	Mineral	3	3	173 SpC	
Repair Serious Damage	Mineral	3	3	173 SpC	If you provide 1lb/ per spell level from something other than the recipient you heal an extra 1d8/ per spell level.
Rusting Grasp	Mineral	3	4	273 PHB	This Transmutation only invokes the first step in Transmutation.
Spike Stones	Mineral	3	4	283 PHB	
Transmute Rock to Mud	Mineral	3	5	295 PHB	
Transmute Mud to Rock	Mineral	3	5	295 PHB	
Arc of Lightning	Energy	3	4	15 SpC	
Fireball	Energy	3	3	231 PHB	

TRANSMUTATIONS					
Spell Name	Type	Rank	Level	Pg. #	Notes:
Ice Storm	Energy	3	4	243 PHB	
Lightning Bolt	Energy	3	3	248 PHB	
Melt Metal	Energy	3	4	140 SpC	
Wall of Fire	Energy	3	4	298 PHB	
Wall of Ice	Energy	3	4	299 PHB	
Blight	Organic	3	4	206 PHB	This Transmutation only invokes the first step in Transmutation.
Burning Blood	Organic	3	4	40 SpC	An Alchemist can use up either a Flask of Acid or Alchemist's Fire when invoking this <i>Transmutation</i> . Each increases its own type of damage dealt to 1d10 instead of 1d8. If both are used the Transmutation does both 2d6 Fire and 2d6 Acid damage for 1 round.
Cure Moderate Wounds	Organic	3	2	215 PHB	If you provide 1lb/ per spell level, or 1 Con damage/ per spell level to yourself, from someone other than the recipient you heal an extra 1d8/ per spell level.
Inflict Moderate Wounds	Organic	3	2	215 PHB	This Transmutation only invokes the first step in Transmutation.
Poison	Organic	3	3	262 PHB	This Transmutation only invokes the first step in Transmutation.
Remove Disease	Organic	3	3	271 PHB	This Transmutation only invokes the first step in Transmutation.
Remove Paralysis	Organic	3	2	271 PHB	These Transmutation use the flesh being affected as the component.
Wall of Thorns	Organic	3	5	300 PHB	
Animate Object	Mineral	4	6	199 PHB	
Crumble	Mineral	4	3	56 SpC	This Transmutation only invokes the first step in Transmutation.
Flesh to Stone	Mineral	4	6	232 PHB	
Cause Critical Damage	Mineral	4	4	173 PHB	
Metal Skin	Mineral	4	5	115 CA	Mithril, when utilized in this <i>Transmutation</i> , negates the penalty to Dexterity. Adamantine however, increases the natural armor bonus by +2, but increases the Dex penalty by -2.
Repair Critical Damage	Mineral	4	4	173 SpC	If you provide 1lb/ per spell level from something other than the recipient you heal an extra 1d8/ per spell level.
Stone skin	Mineral	4	4	284 PHB	
Terra Cotta Lion	Mineral	4	5	126 CA	
Wall of Stone	Mineral	4	5	299 PHB	
Acid Fog	Energy	4	6		A flask of Acid consumed in the invoking of this Transmutation increases the damage it deals each round to +1d6.
Blast of Flame	Energy	4	4	31 SpC	A flask of alchemist's Fire can be consumed by this <i>Transmutation</i> , by doing so any target that fails it's save is effected as if it caught on fire.
Chain Lightning	Energy	4	6	208 PHB	
Cone of Cold	Energy	4	5	212 PHB	
Fire burst, Greater	Energy	4	5	94 SpC	
Freezing Fog	Energy	4	6	99 SpC	
Cure Serious Wounds	Organic	4	3	206 PHB	If you provide 1lb/ per spell level, or 1 Con damage/ per spell level to yourself, from someone other than the recipient you heal an extra 1d8/ per spell level.
Fire Seeds	Organic	4	6	203 PHB	
Inflict Serious Wounds	Organic	4	3	206 PHB	This Transmutation only invokes the first step in Transmutation.
Ironwood	Organic	4	6	246 PHB	
Live Oak	Organic	4	6	248 PHB	
Neutralize Poison	Organic	4	3	257 PHB	This Transmutation only invokes the first step in Transmutation.
Remove Blindness/Deafness	Organic	4	3	270 PHB	
Wood Rot	Organic	4	4	241 SpC	This Transmutation only invokes the first step in Transmutation.
Earthquake	Mineral	5	7	225 PHB	
Iron Body	Mineral	5	8	245 PHB	Adamantine as the material component of this <i>Transmutation</i> increases the Damage Reduction to 20/adamantine, whilst Mithril decreases the Dexterity penalty to -2.
Transmute Rock to Lava	Mineral	5	9	222 SpC	
Wall of Iron	Mineral	5	5	299 PHB	
Delayed Blast Fireball	Energy	5	7	217 PHB	A flask of alchemist's Fire can be consumed by this <i>Transmutation</i> , by doing so any target that fails it's save is effected as if it caught on fire.
Fire Storm	Energy	5	7	237 PHB	
Incendiary Cloud	Energy	5	8	244 PHB	

TRANSMUTATIONS

Spell Name	Type	Rank	Level	Pg. #	Notes:
Polar Ray	Energy	5	8	262 PHB	
Storm Tower	Energy	5	7	210 SpC	
Whirlwind	Energy	5	8	301 PHB	
Animate Plants	Organic	5	7	199 PHB	
Awaken Construct	Organic	5	9	21 SpC	
Cure Critical Wounds	Organic	5	4	206 PHB	If you provide 1lb/ per spell level, or 1 Con damage/ per spell level to yourself, from someone other than the recipient you heal an extra 1d8/ per spell level.
Inflict Critical Wounds	Organic	5	4	206 PHB	This Transmutation only invokes the first step in Transmutation.
Internal Fire	Organic	5	9	114 CA	A flask of Alchemist Fire used up in conjunction of this <i>Transmutation</i> increases the DC of the <i>Transmutation</i> by +2.
Regenerate	Organic	5	7	270 PHB	

Human Transmutation

Alchemists able to perform Rank 4 Transmutations can attempt a very dangerous task, *Human Transmutation*. Although it is possible for most Alchemists of high level to bind Souls to objects or even create Chimeras, bringing back the dead is nearly impossible and has never been completed successfully. Those who attempt it get a glimpse of something that can never be explained. Is it another plane or another world entirely? No alchemist knows for sure, and those who have seen it and survived rarely can bare to speak of it.

An Alchemist that can complete Rank 4 *Transmutations* may come across text or some other Alchemist who chooses to share this knowledge of bringing back the dead with them through the art of Transmutation. They must make three successive Craft (Alchemy) checks at DC: 30, 35, 40 the first time they attempt this, which represents a total of one month of research at the minimum. Bringing back the dead requires an immensely detailed and well designed cirde, along with the materials that the body of the dead creature is composed of, see table 2-1. Any Alchemist foolish enough to attempt this has their body and soul drawn into a "Rift" in which there exists a "Gate" to a realm of the dead. Then their body is used in Equivalent Exchange, dealing damage to the Alchemist Table 2-2, as well as 1d6 damage per HD of the creature being raised, no save.

Table: 2-2

Roll 1d6 Outcome

1	Re-roll twice; Re-roll any 1s during this roll
2	Lose an arm; 1d6 Con/1d6 Str damage
3	Lose a vital organ; 2d6 Con damage
4	Lose a leg; 1d6 Con/1d6 Str damage
5	Lose a non-vital organ; 1d6 Con damage
6	Death; the Character is killed instantly, no remains

Table 2-1

Size Category	Cost
Fine	25 gp
Diminutive	50 gp
Tiny	75 gp
Small	150 gp
Medium	200 gp
Large	400 gp
Huge	800 gp
Gargantuan	1600 gp
Colossal	2200 gp

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