ALCHEMY

EPIC ROLE PLAYING

Character Name:_____

Gas Theory Variants

Kn	Lv	Variant Name	Brief Description
	1	Acoustic Entrapment Law	Captures sounds in a vial. Lasts 1 month PDL
	1	Aerial Armor Theory	Gaseous armor around alchemist; PL of 2 PDL; no metal
	1	Analyze Gas	Identifies gas at hand; also alchemical, arcane gases id'ed
	1	Gaseous Septum	Transgressors make AGL or BLD check or blown back out
	1	Nebulous Restraint Experiment	A mist that leashes targets in a chain; BLD or MGT roll to break
	1	Opaque Nebula	Particles make all objects visible within area; stealth at -5
	1	Poisarre's Gas Law	Gas flows in any direction, start or halt
	2	Forced Diffusion	Forces gas to diffuse into human-sized target
	2	Gas Disunity Law	Makes fog or smoke dissipate, including toxic/dangerous gas
	2	Gas Mutability Postulate	Changes any gas into any other
	2	Gaseous Matrix	Forms a protective layer of air around object; PL of 2
	2	Gedfeln's Gust	High pressure air; BLD of less than 10, knocked back 1 yard per turn, push objects up to 15 lbs PDL across floor
	2	Vortex Conjecture	Vortex sucks up objects under 5 lbs PDL, hold or eject 2d10y
	3	Aeolian Expulsion	Jet of high pressure gas; damage impact 0, 1 turn PDL
	3	Gas Synthesis Law	Produces large amounts of air
	3	Gaseous Mattress Maxim	Soft puffy bed of air; up to 3 gain full day's rest for 4 hrs sleep
	3	Malodorous Nebula	Cloud of putrid gas; victims lose movement, 1 action each turn
	3	Olfactory Manipulation	Can create, change or eliminate any odor
	4	Gaseous Automaton Law	Animates 1 or more unintelligent gas automatons
	4	Gedfeln's Narcoleptic Nebula	Nebula of gas that puts all breathing creatures to sleep. Affects BLD up to 10 +1 PDL
	4	Neomorphic Sublimation Law	Turns target gaseous, but maintains awareness and perception; target may control movement
	4	Poissare's Vacuum	Removes all gas from target area; suffocation, 1d5 LP per turn
	4	Wind Tunnel Axiom	Creates tube of gas strong enough to walk in; 100 lbs PDL
	5	Acidic Nebula	Cloud of powerful acid; 1d10 +1/Lv gas theory; PL to 5
	5	Condensation Transmutation	Turns gas to liquid phase; supercools air, damage impact of +3, no PL
	6	Gaseous Portal Theory	Creates cylinder of air in solid or liquid; depth 2y PDL
	6	Helium Envelopment Theory	Creates pocket of helium around target(s), lifting 50 lbs PDL
	6	Quintessence Nebula	Creates cloud of gas, increases arcane variant cost by 5 QP
	7	Plasmatic Expulsion	Expels cone of high energy plasma; damage impact +10
	8	Pressure Differential	Creates difference in pressure; damage impact +25, PL -5
	9	Alkalescent Nebula	Cloud of extremely basic gas; 2d10 LP/turn; PL down to 5
	10	Aero Philosophorum	Produces gaseous third of the Philosopher's Stone

Liquid Theory Variants

Kn	Lv	Variant Name	Brief Description
	1	Analyze Liquid	Identifies strength, weaknesses, strange properties of liquids
	1	Buckminster's Oil	Super lubricant; AGL roll to hold oiled objects, stand
	1	Buckminster's Shroud	Immobilizes target; MGT roll to escape, 2LP/turn, suffocation
	1	Colligative Formula	Changes boiling/freezing point of liquid by +/- 20 deg F PDL
	1	De Brito's Fog	Creates thick fog bank; -5 to melee, -10 to ranged
	1	Manipulate Viscosity	Increase/decrease liquid flow; movement doubled or halved
	1	Water Synthesis Law	Creates pure potable water 1 gallon/turn
	2	Buckminster's Strands	Slings sticky strands; hold up to 50 lbs PDL; MGT to break free
	2	Gedfeln's Desiccant	Absorbs 1 y PDL cube of any liquid into a marble
	2	Gedfeln's Suspension	Increases liquid surface tension to support 100 lbs PDL
	2	Liquid Septum	Transgressor makes athletics(acrobatics)/BLD roll or ejected
	2	Poisarre's Liquid Law	Causes liquid to flow any direction, start or halt
	3	Acidic Expulsion	Acid spray; impact +7; reduces armor PL by 1; successful shield block gives -1 to shield block bonus, PL
	3	Buckminster's Curtain	Absorbs 10 LP PDL of radiation (light, heat, cold)
	3	Ibn's Diffusion Theory	Allows liquid to diffuse through solids; cannot affect living
	3	Liquid Mutability Postulate	Permanently change any liquid into any other liquid at room temperature
	3	Precipitation Transmutation	Turns liquids to solid phase; creatures in liquid suffer 1LP/turn of cold damage, no PL; no biological liquids
	4	Neomorphic Liquidation Law	Turns target into water; target maintains awareness and can control flow
	4	Watery Portal Theory	Transforms solid barrier into water; cylinder 1y PDL deep
	4	Webster's Lock	Adds 20 SP PDL to lock, only associated key may open
	5	Liquid Automaton Law	Animates water into 1 or more unintelligent automatons
	5	Electrolytic Solution	Target liquid into superconductor; 3d10/turn to those touching
	5	Evaporation Transmutation	Vaporizes area of liquid into gas; heat damage impact of +3, PL halved to those inside
	5	Webster's Geyser	Creates stable geyser; 5y high PDL; 100 lbs PDL carried
	6	Ellya's Bubble Maxim	Creates a moving bubble within liquid; holds 2 people PDL
	6	Endothermic Fluid	Cone of supercooled gas; damage impact of +15 to area
	7	Zosimos' Maceration Experiment	Softens, separates a target solid, causing 50 SP of damage; 1 IL PDL to solid automatons
	8	Solution Theory	Dissolves living or inanimate objects up to 50 lbs PDL into a solution; can be stored indefinitely and poured out of the vial
	9	Ibn's Maelstrom	Creates 15y PDL radius whirlpool; any waterborne objects within 10y PDL will be pulled to the bottom
	10	Liquidus Philosophorum	Creates liquid third of the Philosopher's Stone

Reagents

Gas:_____   Reaction:_____   Liquid:_____   Solid:_____

Reaction Theory Variants

Kn	Lv	Variant Name	Brief Description
	1	Combustion Catalyst	Doubles reaction rate; 2X heat and light damage, 1/2 duration
	1	Fluorescence	Causes electrons to jump levels on an object, creates light
	1	Phlogistic Particulates	Black powder combusts, damage impact +7
	1	Photoalchemical Effect	Flat surface imprinted with image of immediate surroundings
	1	Zosimos' Galvanization	Halts corrosive degradation/protects metal items
	2	Chromatic Particulates	Scintillating particles instantly alter color of any substance
	2	Covalent Adhesion Law	Creates bond between two objects; holds 200 lbs PDL
	2	Taphonomic Alchemy	Determines vague nature of events after target's death
	3	Activation Energy	Delays onset time of an alchemical variant up to 20 min PDL
	3	Alchemical Analysis	Identifies any physical object imbued with arcane energy
	3	Inanimate Transfiguration	Reforms inanimate target into another object
	3	Oxidizing Suspension	All metal in cloud oxidizes, falls apart at 1 lb/turn
	3	Reservoir Law	Creates QP reservoir; cost = 3+2QP per QP in the augmenter
	4	Alchemical Separation	Separates ingredients of inorganic substance into pure form
	4	Gedfeln's Preserving Elixir	Completely halts organic object deterioration up to 10 lbs PDL; potions become permanent
	4	Kendall's Reagent Genesis	Creates 1 dose of reagents PDL
	5	Alchemical Disunity	Non-instantaneous variants dissipate; must best 1st variant roll
	5	Alchemical Fingerprinting	Determines identity, family relations, biological classes, etc.
	5	Extension Law	Creates QP extender; cost = 5 + 1QP per QP in the augmenter
	5	Gedfeln's Spatial Catalyst	Increases target area of variant PDL; as next variant, below
	5	Gedfeln's Temporal Catalyst	Increases duration of variant PDL; easy = double duration, moderate = triple duration, etc.
	5	Zosimos' Law of Limiting Reagents	Disintegrates all alchemy reagents on the target into an innocuous powder
	5	Material Enhancement Theory	Alters solid into a stronger version, changing it into an item of quality 1 level higher; doesn't affect imbued items
	6	Subtractor Law	Creates QP subtractor; cost = 6 + 2QP per minus in the item
	7	Biological Transfiguration	Reforms target creature into another organism; no single-cells
	7	Phlogistic Maelstrom	Black powder cone ignites, 5d10 + 1/Lv reaction theory to area
	8	Adiabatic Nebula	Sphere of gas provides unlimited PL vs. heat or cold
	8	Amplification Law	Creates QP amplifier; cost = 8 + 8 per multiple in the item
	9	Consciousness Theory	Places brain of a human in automaton; RSN of 1 PDL
	10	Imbuing Law	Allows creation of imbued items
	10	Lapis Philosophorum	Allows creation of the Philosopher's Stone
	10	Transfiguration Law	Transmutes target into any living thing or inanimate matter of roughly equivalent mass

Solid Theory Variants

Kn	Lv	Variant Name	Brief Description
	1	Acid Solid	Turns any inorganic solid into solid acid; 1d5 LP damage/turn
	1	Analyze Solid	Identify solids, plus strengths, weaknesses, strange properties
	1	Galvanic Particulates	Electrical current cloud; damage impact of -5 within area
	1	Granular Septum	Movable sphere of particles; absorbs 10LP PDL
	2	Allomorphic Transfiguration	Reform shape of 25 lbs PDL of any inorganic solid
	2	Buckminster's Expanding Foam	Black foam fills 2 cubic yards PDL; weights 20 lbs/cubic yard; 30 SP per yard of depth
	2	Dimensional Transfiguration	Increase or decrease size of target by 10% PDL
	2	Isoelectric Particulates	No electrical currents flow in area; bounces electricity back
	3	Cerebrochemical Particulates	Metal particulates; -3 PDL on all mentalism rolls
	3	Ellya's Septum	Forms a wall from liquid poured on a solid surface
	3	Galvanic Electroattraction Theory	Small particulate nebula that attracts electrical activity
	3	Solid Mutability Postulate	Changes normal inorganic solid into any other elemental solid
	3	Solid Synthesis Law	Produces 1y PDL cube of crystallized silicone
	4	Crystallization Theory	Non-living target becomes brittle, breaks striking hard surface
	4	Ellya's Excavation Law	Creates deep trough out of solid ground; .5 cubic yards/turn
	4	Frictionless Particulates	Surface is frictionless; AGL or athletics(acrobatics) to stand
	4	Liquid Transmutation	Changes 20 lbs PDL of solid to liquid; 2d10 LP
	4	Solid Fusion Maxim	Target merges with any inorganic solid
	5	Erosion Theory	Degrades 1 inorganic target; 5y PDL radius
	5	Inanimate Diplosis Experiment	Duplicates any inanimate object up to 10 lbs PDL
	5	Neometric Shelter	Creates box-like shelter; insulated, waterproof, 50 SP PDL
	5	Zosimos' Disintegration Theory	Disintegrates matter up to 20 lbs PDL; damage impact +15; on living targets, armor is disintegrated
	6	Solid Automaton Law	Animates any solid, non-metal into 1 or more automatons
	6	Carboshaeth Formula	Produces an ingot of carboshaeth; wgt 3
	6	Mass Reduction Theory	Reduces mass of item by 1 lb PDL permanently
	7	Dwedmium Formula	Produces an ingot of dwedmium; wgt 3
	7	Zosimos' Elevator	Creates up to 5y high PDL cylinder from hor/vert solid surface
	8	White Steel Formula	Produces an ingot of white steel; wgt 3
	8	Zosimos' Silicification Formula	Turns target (animate, inanimate or both) into a pile of sand
	9	Metal Automaton Law	Animates any metal into 1 or more unintelligent automatons
	9	Induration Particulates	Turns target, living or otherwise, into solid stone
	10	Solidus Philosophorum	Produces the solid third of the Philosopher's Stone