

FANTASY ROLEPLAYING PLAYER CLASS

DESIGNED FOR USE WITH  
**OLD-SCHOOL  
ESSENTIALS**

BY CARL ELLIS



# TRANSMUTER

## FANTASY ROLEPLAYING PLAYER CLASS

A preview of The Broken Circle setting.

Written and illustrated by

Carl Ellis

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Requirements: None

Prime requisite: INT

Hit Dice: 1d6

Maximum level: 14

Armour: Leather

Weapons: Pick two

Languages: Alignment, Common, Alchemic

Transmuters are adventurers who explore the nature of shapes, forms, and elements in the natural world. Through arrays they are able to modify the world in increasing complexity as they advance in level.

## Transmutation

**Formulas:** There are 3 parts to performing a transmutation: comprehension, destruction, and reconstruction. This allows a skilled transmuter to change the *shape*, *form*, or *element* of whatever they are working with. A combination of transmutations is called a formula and a transmuter may know a limited number of them. The class progression table shows the number of formulae known (#) and the maximum complexity (CMP) of those formula (number of chained transmutations) based on class experience level.

**Transmutations:** There are 3 types that increase in complexity: shape, form, and element. *Shape* allows the rearrangement of structure. *Form* allows the rearrangement of all properties other than material type. *Element* finally allows the rearrangement of atomics to change material. See **Transmuter Example Formula**. *Shape* can be performed from 1<sup>st</sup> level, *Form* from 4<sup>th</sup> level, and *Element* from 7<sup>th</sup> level.

**Arrays:** Using a formula is facilitated by an array: a drawn or scribed geometric pattern that encodes the subject material, the relevant formulaic changes, and channels the transmuter's will in the real world. A distinct array is required for every unique transmutation, and a transmuter cannot use another's array. An array takes 1 turn to scribe in dirt, with chalk, or blood and is destroyed in use. It takes 1 day to scribe an array in metal and it can be reused.

**Activation:** An array is activated by touch and then is applied to the subject object that must be within 10ft of the array. The transmuter may only activate a limited number of arrays per day which is the same as their experience level.

# Transmuter Level Progression

Level	XP	HD	THAC0	Formula		Saving Throws				
				#	CMP	D	W	P	B	S
1	0	1d6	19 [0]	1	1	13	14	13	16	15
2	3,000	2d6	19 [0]	2	1	13	14	13	16	15
3	6,000	3d6	19 [0]	3	2	13	14	13	16	15
4	12,000	4d6	19 [0]	4	2	13	14	13	16	15
5	24,000	5d6	19 [0]	5	3	13	14	13	16	15
6	48,000	6d6	17 [+2]	6	3	11	12	11	14	12
7	96,000	7d6	17 [+2]	8	4	11	12	11	14	12
8	180,000	8d6	17 [+2]	10	4	11	12	11	14	12
9	330,000	9d6	17 [+2]	12	5	11	12	11	14	12
10	480,000	9d6+1*	17 [+2]	14	5	11	12	11	14	12
11	630,000	9d6+2*	14 [+5]	16	6	8	9	8	11	8
12	780,000	9d6+3*	14 [+5]	19	6	8	9	8	11	8
13	930,000	9d6+4*	14 [+5]	21	6	8	9	8	11	8
14	1,080,000	9d6+5*	14 [+5]	22	6	8	9	8	11	8

\* Modifiers from CON no longer apply.

D: Death/poison; W: Wands;  
P: Paralysis/petrify B: Breath attacks;  
S: Spells/rods/staves.

## Research

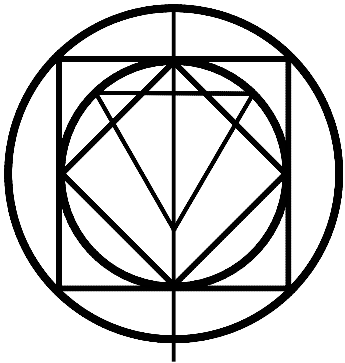
When a transmuter gains a new level of experience, they may attempt to research a new formula. Testing requires a successful INT check, with failures retried at subsequent levels with a +1 bonus.

## Combat

Transmuters may use 2 weapon of their choice and leather armour. At 4<sup>th</sup> level temporary arrays using *Shape* may be scribed in 1 round. From 7<sup>th</sup> level, *Form*. At 11<sup>th</sup> level, *Element*.

## After Reaching 11<sup>th</sup> Level

A Transmuter may build a stronghold, often a university. 1d6 apprentices of levels 1-3 will then arrive to study under the Transmuter.



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## EXAMPLE FORMULA

### Wall

**Duration:** Permanent

**Subject:** 10ft<sup>2</sup> material

**Transmutations:** *Shape*

An array drawn or placed on the ground can rearrange the subject material to create a wall 10ft x10ft x1ft in front of the array. Example materials are dirt, stone, or if enough material is available, bone, or metal. A 1ft deep pit is normally left around the array, where the material has shifted.



### Cage

**Duration:** Permanent

**Subject:** 10ft<sup>2</sup> material

**Transmutations:** *Shape*

An array drawn or placed on the ground can rearrange the subject material to create a cage 10 cubic ft in volume, with 6" thick bars spaced every 6" as walls of the cage

### Pillar

**Duration:** 1 Round

**Subject:** 10ft<sup>2</sup> material

**Transmutations:** *Shape*

An array drawn or placed on the ground can rearrange the subject material to create up to a 250ft tall pillar, 2ft square around the array. This will rise while the Transmuter activates the array for the duration.

### Ephemeral Bridge

**Duration:** 1 Turn

**Subject:** Contiguous Liquid

**Transmutations:** *Form*

An array placed against a liquid will solidify it enough to create a platform which the transmuter may walk. If this array is scribed on the soles of boots, it can be used to travel great distances over liquids.

### Cloud

**Duration:** 1 Turn

**Subject:** Liquid

**Transmutations:** *Form*

An array placed against a liquid will rapidly and violently transition the liquid into a gas. For every cubic ft of liquid, 10 cubic ft of gas is generated, creating a thick fog that may be acidic, poisonous, or merely opaque.

## Shield

Duration: 1 Round

Subject: Air

Transmutations: *Form*

An array placed in the air will collect all the gas in 10 cubic feet around it and create an atomic thick shield of ice. This will stop all missile attacks and anyone adjacent to the shield must make a Save vs. Paralysis or be paralysed for 1d4 rounds.

## Accelerate

Duration: Instantaneous

Subject: Any

Transmutations: *Form*

An array placed against an object as it is thrown or shot, will convert a small amount of mass directly into energy, increasing acceleration. Treat the target as being in the next closest range increment.



## Oxidise

Duration: 1 Turn

Subject: Metal

Transmutations: Element

An array placed against a metal object will convert the atoms of the metal to pure oxygen and force a bond with the metal. This will cause the metal to oxidise over the duration. In its oxidised state, the metal will fall apart as dust.

## Plasma

Duration: 1 Round

Subject: Air

Transmutations: Element

An array exposed to the air will transmute channels of air directly to oxygen, with the waste heat causing combustion. A creature must Save vs Breath or take 1d10 damage.

## Gold

Duration: 1 Round

Subject: Metal

Transmutations: Element

An array exposed to metal will convert it to gold. Take the volume of the subject and multiply by its atomic number. Divide by 79. The remainder is how many turns the gold is radioactive (Save vs. Death or 1d6 per turn.). For example, 100 cp to 36gp, 56 turns radioactive.

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