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## About This Content

The Union Pacific Railroad (reporting mark UP), headquartered in Omaha, Nebraska, is the largest railroad network in the United States. James R. Young is president, CEO and Chairman. UP's route map covers most of the central and western United States west of Chicago and New Orleans. As of 2005, UP operates on 32,426 miles (52,185 km) of track, of which it owns outright 26,949 miles (43,370 km), both numbers representing the highest amount of any railroad currently operating in the United States. It has achieved this size thanks to purchasing a large number of other railroads, notably the Missouri Pacific, Chicago and North Western, Western Pacific, Missouri-Kansas-Texas, and the Rio Grande (including the Southern Pacific).

Currently, Union Pacific owns 26% of Ferromex while Grupo Mexico owns the remaining 74%.

The GE C40-8 is a 6-axle diesel-electric locomotive built by GE Transportation Systems between 1987 and 1992. It is part of the GE Dash 8 Series of freight locomotives, and its wheel arrangement is of a C-C type. his locomotive model is often referred to as a Dash 8-40S or simply "Dash 8". "Dash 8" in general refers to the electrical control series, "Dash" being a carryover from the older syntax of C40-8. The "40" refers to the baseline horsepower rating (4,000 hp or 3,000 kW) of the unit, although some units may be re-rated to 4,100 hp (3,100 kW).

## Features Include:

- Auto-Running Numbers.
- Ditch Lights.

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- Night Lighting.
  - Fan Animation.
  - Custom Cab Interior.

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Title: TANE DLC: Union Pacific GE C40-8

Genre: Simulation

Developer:

N3V Games

Publisher:

N3V Games

Release Date: 12 Jan, 2016

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**Minimum:**

**OS:** Win 7 64 bit

**Processor:** Intel 'i' series/AMD K10 series introduced 2009 onwards. 2 physical cores, 2Ghz 64 bit

**Memory:** 4 MB RAM

**Graphics:** NVIDIA GT 430 or better/ AMD ATI 5550 or better

**DirectX:** Version 11

**Storage:** 30 MB available space

English,French,German,Polish

## 1. Making Alchemy Your Own

The alchemist is designed to encourage players to stretch their imaginations, altering the special effects of spells and granting each formula their signature twists. Alchemists of all traditions can be adapted to a range of settings, from the classic pseudo-European researcher, to the tribal herbalist, to the twisted science of technomagical campaigns.

J.M. Perkins' City of Salt in Wounds setting ([www.saltinwoundssetting.com](http://www.saltinwoundssetting.com)) revolves around an economic powerhouse fueled by the continuous butchering of the undying tarrasque. Alchemists from across the world travel to Salt in Wounds to study every aspect of the massive creature. An artificer from the Salt in Wounds setting may have clockwork devices created from the bones and sinew of the beast, giving a horrifying twist to their creations. Metamorphs that draw on the creature's fluids and tissues to create their mutagens have a drastically different appearance than those who study animals, aberrations, or magical beasts. These changes may or may not alter the mechanics of the class, but a tarrasque-born metamorph outside of the city's boundaries would be an intimidating figure that draws questions, and even jealousy, from the academically trained.

The traditions were designed to be flexible in the interpretation of their abilities, but depending on the needs and flavor of your campaign you may work with your players to swap out a bonus formula or two with others of the same level. A drow or sea elf metamorph

### ALCHEMIST FORMULAS

Cantrips
Acid Splash
Dancing Lights
Fire Bolt
Guidance
Light
Mending
Poison Spray
Produce Flame
Spare the Dying
Ray of Frost
Resistance
Shillelagh
True Strike

Level 1 Spells
Alarm
Animal Friendship
Burning Hands

## Alchemist Class

### Alchemist Class

Alchemists include a wide range of traditions that build, treat, or transform objects and creatures into magical or semi-magical effects. Though the alchemist class uses standard spells, their special effects represent the style and flavor of each tradition. Faithful hound used by an artificer is more likely a clockwork creature than a beast made of force, and his mage armor a force-field belt or strips of hard but ultra-light metal held together by magnetism. An enlarge mixture created by a metamorph could make the target more bestial looking, while a jump effect may give them a cosmetic insect-like appearance. A poisoner's circle of death is a cloud of lethal vapor that absorbs through the skin as well as the lungs, while their see invisibility may be the side-effect of a hallucinogenic berry that opens the mind to things the eyes can't normally perceive.

All alchemists have access to the same cantrips and 1st level spells (called formula), allowing all alchemists to create minor damaging effects (ray of frost, poison cloud), cure salves (cure wounds), and low-level physical and mystical enhancements. From 2nd level spells on, their formula list becomes focused and each tradition has exclusive access to a tight range of powerful effects. Artificers create useful tools and helpful effects such as











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