

Metallásontai

CHARACTER
Elf Alchemist Medium Male
 RACE & LA SIZE GENDER
 79 Neutral Good
 AGE ALIGNMENT DEITY

Joseph . T. Keffer

PLAYER
 6' 0" 124 Light Brown Blue Light
 HEIGHT WEIGHT HAIR EYES SKIN
 HOMELAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

LANGUAGES: Elven, Sylvan, Common & Draconic

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	13	1	13			
DEX	19	4	17	2		
CON	15	2	17	-2		
INT	20	5	18	2		
WIS	16	3	16			
CHA	12	1	12			

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
19	19	2	Alchemist	1			3	3	0	2	
TOTAL HP			TOTALS		1	0	0	3	3	0	2

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	18	-10+	4	0	4					
TOUCH	14	-10+			4					
FLAT-FOOT	14	-10+	4	0	0					

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	18
<input type="checkbox"/> ACROBATICS	DEX 4		4		
<input checked="" type="checkbox"/> APPRAISE	INT 9	1	5	3	
<input type="checkbox"/> BLUFF	CHA 1		1		
<input type="checkbox"/> CLIMB	STR 1		1		
<input checked="" type="checkbox"/> CRAFT: Alchemy	INT 10	2	5	3	
<input type="checkbox"/> DIPLOMACY	CHA 1		1		
<input checked="" type="checkbox"/> DISABLE DEVICE	DEX 9	2	4	3	
<input type="checkbox"/> DISGUISE	CHA 1		1		
<input type="checkbox"/> ESCAPE ARTIST	DEX 4		4		
<input checked="" type="checkbox"/> FLY	DEX 8	1	4	3	
<input type="checkbox"/> HANDLE ANIMAL	CHA		1		
<input checked="" type="checkbox"/> HEAL	WIS 7	1	3	3	
<input type="checkbox"/> INTIMIDATE	CHA 1		1		
<input checked="" type="checkbox"/> KN: Arcana	INT 9	1	5	3	
<input checked="" type="checkbox"/> KN: Nature	INT 9	1	5	3	
<input type="checkbox"/> KN:	INT		5		
<input type="checkbox"/> KN:	INT		5		
<input type="checkbox"/> KN:	INT		5		
<input type="checkbox"/> KN:	INT		5		
<input type="checkbox"/> LINGUISTICS	INT		5		
<input checked="" type="checkbox"/> PERCEPTION	WIS 10	2	3	3	2
<input type="checkbox"/> PERFORM:	CHA 1		1		
<input checked="" type="checkbox"/> PROF: Engineer	WIS 7	1	3	3	
<input type="checkbox"/> RIDE	DEX 4		4		
<input type="checkbox"/> SENSE MOTIVE	WIS 3		3		
<input checked="" type="checkbox"/> SLEIGHT OF HAND	DEX 9	2	4	3	
<input checked="" type="checkbox"/> SPELLCRAFT	INT 11	1	5	3	2
<input type="checkbox"/> STEALTH	DEX 4		4		
<input checked="" type="checkbox"/> SURVIVAL	WIS 7	1	3	3	
<input type="checkbox"/> SWIM	STR 1		1		
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA 6	2	1	3	
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT	5	3	2			
REF	7	3	4			
WILL	3	0	3			

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	2	1	1			
RANGED	5	1	4			
CMB	2	1	STR	1		
CMD	16	-10+	BAB	0	5	

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Lowlight vision	Throw anything (Ex) (PCR-135) +1 splash attack
Elven magic +2 CL to overcome spell resistance	Discovery (Su) (APG-28)
Weapon prof: short & long bows, longsword	Alchemy (Su) (APG-26)
Weapon prof: simple weapons and bombs	Bomb (Su) (APG-28) 6/day 1d6 + 5 Fire damage
Armor prof: light armor, no shield	Brew potion (Ex) (PCR-119)
Extra Bombs + 2 bombs/day (APG-159)	Mutagen (Su) (APG-28) 10 min/lvl +2 AC, +4/-2 abil
Alchemist HD d8	Poison Resistance (Ex) +2
	Poison Use (Ex) no accidental poisoning
	Feral Mutagen gain 2 claw (1d6) & 1 bite (1d8) attack (APG-30)

MARK A TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.
 * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES

EXPERIENCE					
SLOW	MEDIUM	FAST			
			2,000	/	
SPEED	BASE	FLY	SWIM	CLIMB	MISC
	30				
INIT	4	=	4	DEX MOD	+ MISC MOD
HERO					
SR			DR		
RESISTANCES					
POOL POINTS					

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Chain Shirt (ElvenWeave no AC bonus, light weight, no spell fail)	4	4				5.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Long sword		1d8+1	x2 (19-20)		S	4.0	

