

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	20	5	17	2	1	
CON	15	2	17	-2		
INT	22	6	18	2		2
WIS	16	3	16			
CHA	12	1	12			

HITPOINTS

CURRENT HP	HP GAINED	HD
37	37	4
NONLETHAL HP DAM		
TEMPORARY HP		
TOTAL HP	37	FAVORED CLASS

CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Alchemist	3			4	4	1	4
TOTALS	3	0	0	4	4	1	4

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	20	-10+	4	0	4				2	
TOUCH	14	-10+			4					
FLAT-FOOT	14	-10+	4	0	0					

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	7	4	2		1	
REF	10	4	5		1	
WILL	5	1	3		1	

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	4	3		1		
RANGED	8	3		5		
CMB	4	3	STR	1		
CMD	19	-10+	B3B	DODGE & DEFLECT 0	STR & DEX 6	

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) CL+Int Mod/day 2d6 + 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
extracts 3 1st, 1 2nd lvl	Poison Use (Ex) no accidental poisoning
Swift Alchemy (Ex) (APG-31)	Feral Mutagen gain 2 claw (1d6) & 1 bite (1d8) attack (APG-30)
Extra Discovery (ApG-160)	Acid bomb bombs do additional 1d6 dam one rnd later (APG-29)
	Explosive bombs 10' splash +1d6 fire dam until put out (APG-30)

SKILLS

SKILL	DEX	INT	CHA	STR	WIS	CON	RANKS TOTAL	40
<input type="checkbox"/> ACROBATICS	5						5	
<input checked="" type="checkbox"/> APPRAISE	11	2	6	3				
<input type="checkbox"/> BLUFF	1		1					
<input type="checkbox"/> CLIMB	1		1					
<input checked="" type="checkbox"/> CRAFT: Alchemy	13	4	6	3				
<input type="checkbox"/> DIPLOMACY	1		1					
<input checked="" type="checkbox"/> DISABLE DEVICE	12	4	5	3				
<input type="checkbox"/> DISGUISE	1		1					
<input type="checkbox"/> ESCAPE ARTIST	5		5					
<input checked="" type="checkbox"/> FLY	10	2	5	3				
<input type="checkbox"/> HANDLE ANIMAL			1					
<input checked="" type="checkbox"/> HEAL	8	2	3	3				
<input type="checkbox"/> INTIMIDATE	1		1					
<input checked="" type="checkbox"/> KN: Arcana	13	4	6	3				
<input checked="" type="checkbox"/> KN: Nature	11	2	6	3				
<input type="checkbox"/> KN:			6					
<input type="checkbox"/> KN:			6					
<input type="checkbox"/> KN:			6					
<input type="checkbox"/> KN:			6					
<input type="checkbox"/> KN:			6					
<input type="checkbox"/> LINGUISTICS			6					
<input checked="" type="checkbox"/> PERCEPTION	12	4	3	3	2			
<input type="checkbox"/> PERFORM:	1		1					
<input checked="" type="checkbox"/> PROF: Engineer	8	2	3	3				
<input type="checkbox"/> RIDE	5		5					
<input type="checkbox"/> SENSE MOTIVE	3		3					
<input checked="" type="checkbox"/> SLEIGHT OF HAND	12	4	5	3				
<input checked="" type="checkbox"/> SPELLCRAFT	13	2	6	3	2			
<input type="checkbox"/> STEALTH	5		5					
<input checked="" type="checkbox"/> SURVIVAL	10	4	3	3				
<input type="checkbox"/> SWIM	1		1					
<input checked="" type="checkbox"/> USE MAGIC DEVICE	8	4	1	3				
<input type="checkbox"/>								
<input type="checkbox"/>								
<input type="checkbox"/>								
<input type="checkbox"/>								
<input type="checkbox"/>								
<input type="checkbox"/>								

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 9,000 / 15,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30					

INIT **5** = **5** DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES

POOL POINTS

ARMOR & WEAPONS

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

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

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS			
%	ITEM	QTY / USES	WGT N/A WEIGHT
	Standard Adventurer's Kit		21.0
	Backpack		
	Bedroll		
	Flint & Steel		
	Belt Pouch		
	Rations		
	Rope		
	Sunrod torches		
	waterskin		
	vials (1 ounce each)	100	

EQUIPMENT & MAGIC ITEMS			
%	ITEM	QTY / USES	WGT N/A WEIGHT
	watch of teleportation (back to laboratory)		
	magic bag of potions (roll d6) (usable 3/day)		
	- on 1, Beast Shape I (PCR-247)		
	- on 2, Heal (PCR-294)		
	- on 3, Haste (PCR-294)		
	- on 4, Invisibility (PCR-301)		
	- on 5, Fireball (PCR-283)		
	- on 6, Cloudkill (PCR-256)		
	ring of +2 dexterity		
	ring of fey protection +2 AC, +1 Will/Ref/Fort		
	long sword +1		

WORN MAGIC ITEM EQUIPMENT	
EQUIPMENT SLOTS FOR MAGIC ITEMS	
BELT:	
BODY:	
CHEST:	
EYES:	
FEET:	
HANDS:	
HEAD:	
HEADBAND:	
NECK:	
RING:	
RING:	
SHOULDERS:	
WRIST:	

BAGS & CONTAINERS			
%	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY			
	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD	10		4,600
SILVER			
COPPER			

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
9.0	0.2	21.0		30.2

TREASURE CARRIED			
%	TREASURE	WEIGHT	

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
51	101	152	N	152	304	760
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/> MEDIUM <input type="checkbox"/> HEAVY <input type="checkbox"/>				

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
17	1st	5	3	2	<input type="text"/>	<input type="text"/>
18	2nd	3	1	2	<input type="text"/>	<input type="text"/>
19	3rd	<input type="text"/>	<input type="text"/>	1	<input type="text"/>	<input type="text"/>
20	4th	<input type="text"/>	<input type="text"/>	1	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	1	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	1	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CLOSE: 25 FT + 5 FT / 2 LVL MEDIUM: 100 FT + 10 FT / LVL LONG: 400 FT + 40 FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELL POINTS

BLOODLINES & PATRONS

BLOODLINE/PATRON

BLOODLINE/PATRON

DOMAINS

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY

FOCUSED

PROHIBITED

PROHIBITED

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CLOSE: 25 FT + 5 FT / 2 LVL MEDIUM: 100 FT + 10 FT / LVL LONG: 400 FT + 40 FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELL POINTS

SPELLS									
LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
			Bombs (CL+Int Mod+2=12/day) 2d6 + 6 dam	Alchemy		close	-	-	APG-28
			Acid Bomb additional 1d6 damage one round later	Alchemy		close			APG-29
			Explosive bomb (10' splash radius) + 1d6 fire dam/rnd until extinguished	Alchemy		close			APG-30
			Mutagen (Su) +2 AC, +4/-2 abil	Alchemy	10 min/lvl	personal			APG-28
			Feral Mutagen gain 2 claw (1d6) & 1 bite (1d8) attack, +2 Intimidate	Alchemy					APG-30
			Extracts						
		1	Bomber's Eye (increase bomb range +10', +1 to hit)	Transmutation	1 rnd/lvl	personal	-	-	APG-206
		1	Touch of the Sea (grow webbed fingers/feat) swim move 30', +8 swim	Transmutation	1 min/lvl	touch	Fort	Yes	APG-250
		1	Crafter's fortune (+5 bonus on all crafting checks)	Transmutation	1 day/lvl	close	Will	Yes	APG-2123
		1	Stone Fist	Transmutation	1 min/lvl	personal	-	-	APG-247
		1	True Strike (+20 on next attack)	Divination	instant	personal	-	-	PCR-363
		2	Elemental Touch (acid/cold/electric/fire) 1d6 dam + extra damage (see text)	Evocation	1 rnd/lvl	personal	-	No	APG-218
		2	Fire Breath - 3 breaths 4d6, 2d6 then 1d6 damage (cone) save halves	Evocation	1 rnd/lvl	15'	Ref	Yes	APG-221
		2	Vomit Swarm (summon spider swarm from bestiary 258)	Conjuration	1 rnd/lvl	personal	-	-	APG-254