

Lut

CHARACTER			PLAYER				
Goblin	small	Male	2'11"	35 lbs	black	red	green
13	Chaotic Evil	Lamashtu via Zogmugot (ISG-199)	Storvall Plateau, Varisia, Golarion (ISWG-197)	HOMELAND & BACKGROUND OCCUPATION			
LANGUAGES: Goblin, Orc, Gnoll, Giant, Common, Undercommon, Troll							



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	11	0	13	-2		
DEX	21	5	17	4		
CON	14	2	14			
INT	22	6	18		4	
WIS	11	0	11			
CHA	10	0	12	-2		

HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
82	82	10	Alchemist	7	90		7	7	3	10			
TOTAL HP			82	FAVORED CLASS	Alchemist	TOTALS	7	90	0	7	7	3	10

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	24	-10+	8	0	5	1				
TOUCH	16	-10+			5	1				
FLAT-FOOT	19	-10+	8	0	0	1				

ARMOR CHECK PENALTY: 0
 MAXIMUM DEX: 5
 SPELL FAILURE: 20%

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	9	7	2			
REF	12	7	5			
WILL	6	3	0		3	

COMBAT NOTES & MODIFIERS
 second attack BAB +2



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	8	7		0	1	
RANGED	13	7		5	1	
CMB	14	7	INT	6	1	
CMD	23	-10+	B7B	0	5	1

FEATS & FEATURES
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Goblin (humanoid; goblinoid) (ARG-114)	Improved Critical - bombs - double critical range (x2)
darkvision 60'	Burn! Burn! Burn! - +1d4 fire to alchemical & non-magical fire attacks
Goblin Skilled: +4 ride & Junk Tinker: +2 Craft	- +4 reflex saves vs fire
Alchemist (APG-26) HD: d8, skills 4 +Int Mod	Fire Tamer +2 vs fire spells, +2 diplomacy/intimidate w/ goblins
Archetype Fire Bomber (ARG-117)	Flame Heart - fire resistance 5, treat lvl +1 for fire
Favored Class Reward DR 1/lvl Fire	Extra Discovery (x2)
Weapon Prof: Simple Weapons, bombs, torches, dogslicer, horsechopper	
Armor Prof: Light Armor, no shields	
Alchemy: use craft (alchemy) +lvl to id potions	
bombs, mutagen & extracts (see each below)	
Throw Anything : add +Int Mod + lvl splash fire damage to bombs, extracts	
Brew Potion (Ex) - brew potion w/ known formula	
Poison Resistance (Ex) +4 vs poison	
Poison Use (Ex) - no accidental poisoning	Fire Body & Improved Fire Body - Add Elemental (Fire) Body I & II
Swift Alchemy (Ex) - cut prep time in 1/2	Swift Poisoning (Ex) - apply poison is swift action

SKILLS			RANKS		TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	90
<input type="checkbox"/> ACROBATICS *	DEX	5	5		
<input checked="" type="checkbox"/> APPRAISE	INT	19	10	6	3
<input type="checkbox"/> BLUFF	CHA	0	0		
<input type="checkbox"/> CLIMB *	STR	0	0		
<input checked="" type="checkbox"/> CRAFT: alchemy	INT	21	10	6	3
<input type="checkbox"/> DIPLOMACY	CHA	0	0		
<input checked="" type="checkbox"/> DISABLE DEVICE *	DEX	13	5	5	3
<input type="checkbox"/> DISGUISE	CHA	0	0		
<input type="checkbox"/> ESCAPE ARTIST *	DEX	5	5		
<input checked="" type="checkbox"/> FLY *	DEX	9	1	5	3
<input type="checkbox"/> HANDLE ANIMAL	CHA			0	
<input checked="" type="checkbox"/> HEAL	WIS	4	1	0	3
<input type="checkbox"/> INTIMIDATE	CHA	0	0		
<input checked="" type="checkbox"/> KN: arcana	INT	19	10	6	3
<input checked="" type="checkbox"/> KN: nature	INT	11	2	6	3
<input type="checkbox"/> KN:	INT			6	
<input type="checkbox"/> KN:	INT			6	
<input type="checkbox"/> KN:	INT			6	
<input type="checkbox"/> KN:	INT			6	
<input type="checkbox"/> LINGUISTICS	INT			6	
<input checked="" type="checkbox"/> PERCEPTION	WIS	13	10	0	3
<input checked="" type="checkbox"/> PERFORM:	CHA	4	1	0	3
<input type="checkbox"/> PROF:	WIS			0	
<input type="checkbox"/> RIDE *	DEX	9	5		4
<input type="checkbox"/> SENSE MOTIVE	WIS	0	0		
<input checked="" type="checkbox"/> SLEIGHT OF HAND *	DEX	18	10	5	3
<input checked="" type="checkbox"/> SPELLCRAFT	INT	19	10	6	3
<input type="checkbox"/> STEALTH *	DEX	9	5		4
<input checked="" type="checkbox"/> SURVIVAL	WIS	13	10	0	3
<input type="checkbox"/> SWIM *	STR	0	0		
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	13	10	0	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				

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 105,000 / 105,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30					

INIT	5	DEX MOD	MISC MOD
5			

HERO	SR	DR

RESISTANCES	Fire 10

POOL POINTS

ARMOR & WEAPONS		AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR	goblin bombardier's chain shirt +3 & helmet +1	8	5	0	20	Lt	10.0
SHIELD							

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bombs	+13	5d6+Int Mod+lvl+1+1d4 fire	17-20,x2	20			also splash damage
dogslicer of Zogmugot +3	+8	1d4+3	19-20,x2		S	1.0	
dagger	+13	1d4	19-20,x2	10	P		

FEATS & SPECIAL ABILITIES			
NAME	USES/DAY	USED	
bombs (Int Mod +lvI = 16 bombs/day) range: 20'			
damage: x=5d6 + Int Mod +lvI+1 fire +1d4 (Burn! Burn! Burn!)			
splash damage x=5 + Int Mod + lvI+1 fire = 18			
Fiery Cocktail (Su) - convert half of other bomb damage to fire			
Fast Bombs - throw more than 1 bomb per round			
Rocket Bomb (Su) - 20' rad, all creatures take splash damage. range=50'			
Scrap Bomb (Su) - add x=5 bleed damage to bomb target			
Explosive Bomb - extend splash to 10'; target takes on-going 1d6 fire dam			
Darkness Bomb - extinguish non-magical light & dispel magical light 1 rnd/lvl			
Delayed Bomb - delay explosion for up to lvI rnds			

FEATS & SPECIAL ABILITIES			
NAME	USES/DAY	USED	
mutagens (1 hr to craft, 1 dose at a time), duration: 10 min/lvl			
+2 natural AC, +4 Str, Dex or Con & -2 Int, Wis or Cha			

EQUIPMENT & MAGIC ITEMS				
%	ITEM	QTY / USES	WGT N/A	WEIGHT
	alchemist's kit			
	daggers (4)			

EQUIPMENT & MAGIC ITEMS				
%	ITEM	QTY / USES	WGT N/A	WEIGHT
	goblin bombardier's chain shirt +3			
	- Fire Resistance 5			
	- +3 Will			
	goblin bombardier's helmet +1			
	- allows user to use 2 bomb slots to double damage			
	- allows bombs to ignore fire resistance			
	dogslicer of Zogmugot +3			
	- +1d6 bleed to dogs and dwarves			

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			
SILVER			
COPPER			

TREASURE CARRIED		
%	TREASURE	WEIGHT

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
11.0	0.0	0.0		11.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N MODIFIED LOAD	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
38	77	115		115	230	575
0	0		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"/>
<input type="text" value="17"/>	1st	<input type="text" value="7"/>	<input type="text" value="5"/>	<input type="text" value="2"/>	<input type="text"/>	<input type="text"/>
<input type="text" value="18"/>	2nd	<input type="text" value="6"/>	<input type="text" value="4"/>	<input type="text" value="2"/>	<input type="text"/>	<input type="text"/>
<input type="text" value="19"/>	3rd	<input type="text" value="4"/>	<input type="text" value="3"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text" value="20"/>	4th	<input type="text" value="2"/>	<input type="text" value="1"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	<input type="text" value="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: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

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

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

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

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
1			Bomber's Eye - Increases thrown weapon range by 10'; +1 attack	Transmutation	1 rnd/lvl	personal	none	no	APG
1			Crafter's Fortune - Subject gains +5 on next Craft check	Transmutation	1 day/lvl	close	will	yes	APG
1			Enlarge Person - Humanoid creature doubles in size	Transmutation	1 min/lvl	close	fort	yes	PCR
1			Expeditious Retreat - Your base speed increases by 30 ft.	Transmutation	1 min/lvl	personal	none	no	PCR
1			Identify - Gives +10 bonus to identify magic items.	Divination	3 rnd/lvl	60'	none	no	PCR
1			Polypurpose Panacea - Gain a relaxing or entertaining effect.	Transmutation	varies	personal	none	no	UM
1			Targeted Bomb Admixture - double Int Mod damage to bombs but no splash	Transmutation	1 rnd/lvl	personal	none	no	UC
2			Barksin - Grants x=+4 enhancement to natural armor.	Transmutation	10 min/lvl	touch	none	yes	PCR
2			Blistering Invective - Intimidate check against foes w/in 30'; demoralized take 1d6 fire dam	Evocation	instant	30'	reflex	-	UC
2			Bull's Strength - Subject gains +4 to Str	Transmutation	1 min/lvl	touch	will	yes	PCR
2			Bear's Endurance - Subject gains +4 to Con	Transmutation	1 min/lvl	touch	will	yes	PCR
2			Cat's Grace - Subject gains +4 to Dex	Transmutation	1 min/lvl	touch	will	yes	PCR
2			Fire Breath - Exhale a cone of flame at will, first blast does 4d6, second 2d6, third 1d6	Evocation	instant	15'	reflex, 1/2	yes	APG
2			Fire Sneeze - Launch flaming, forceful loogies at your enemies, 2d6 fire and prone	Evocation	1rnd+1/2r/l	10'	reflex, 1/2	yes	GoG
2			Fox's Cunning - Subject gains +4 to Int for 1 min./level.	Transmutation	1 min/lvl	touch	will	yes	PCR
2			Invisibility - Subject is invisible for 1 min./level or until it attacks.	Illusion	1 min/lvl	touch	will	yes	PCR
2			Spider Climb - Grants ability to walk on walls and ceilings.	Transmutation	10 min/lvl	touch	will	yes	PCR
3			Elemental Body I - Turns you into a Small Fire elemental.	Transmutation	1 min/lvl	personal	none	no	PCR
3			Fire Trail Trail of flame that follows your movements and deal 1d6+1 per CL (max +10).	Transmutation	1 rnd/lvl	personal	none	yes	ARG
3			Fly - Subject flies at speed of 60 ft	Transmutation	1 min/lvl	touch	will	yes	PCR
3			Haste - One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.	Transmutation	1 rnd/lvl	close	fort	yes	PCR
3			Lightning Lash Bomb Admixture - your bombs deal 1d6 lightning damage each time those damaged by bomb move	Evocation	1 rnd/lvl	personal	*	*	UC
3			Remove Curse - Frees object or person from curse	Abjuration	instant	touch	will	yes	PCR
3			Remove Disease - Cures all diseases affecting subject.	Conjuration	instant	touch	fort	yes	PCR
3			Resist Energy, Communal - resist energy 10, divide the duration among creatures touched.	Abjuration	10 min/lvl	touch	fort	yes	PCR
3			Undead Anatomy I - Take the form and some of the powers of a Small or Medium undead.	Transmutation	1 min/lvl	personal	none	no	UM

