

Metallásontai

CHARACTER
Elf Alchemist Medium Male
 RACE & LA SIZE GENDER
 79 Neutral Good
 AGE ALIGNMENT DEITY
 LANGUAGES: Elven, Sylvan, Common & Draconic

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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	13	1	13			
DEX	21	5	17	2	2	
CON	15	2	17	-2		
INT	22	6	18	2	2	
WIS	16	3	16			
CHA	14	2	12		2	

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
37	37	4	Alchemist	3	40		4	4	1	4
NONLETHAL HP DAM										
TEMPORARY HP										
TOTAL HP	37	FAVORED CLASS	TOTALS	3	40	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	8	3	DEX	5		
CMD	19	-10+	B3B	0	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
Class Alchemist HD d8 (APG-26)	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						RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC	40
<input type="checkbox"/> ACROBATICS *	DEX 5		5			
<input checked="" type="checkbox"/> APPRAISE	INT 11	2	6	3		
<input type="checkbox"/> BLUFF	CHA 2		2			
<input type="checkbox"/> CLIMB *	STR 1		1			
<input checked="" type="checkbox"/> CRAFT: Alchemy	INT 13	4	6	3		
<input type="checkbox"/> DIPLOMACY	CHA 2		2			
<input checked="" type="checkbox"/> DISABLE DEVICE *	DEX 12	4	5	3		
<input type="checkbox"/> DISGUISE	CHA 2		2			
<input type="checkbox"/> ESCAPE ARTIST *	DEX 5		5			
<input checked="" type="checkbox"/> FLY *	DEX 10	2	5	3		
<input type="checkbox"/> HANDLE ANIMAL	CHA		2			
<input checked="" type="checkbox"/> HEAL	WIS 8	2	3	3		
<input type="checkbox"/> INTIMIDATE	CHA 2		2			
<input checked="" type="checkbox"/> KN: Arcana	INT 13	4	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 12	4	3	3	2	
<input type="checkbox"/> PERFORM:	CHA 2		2			
<input checked="" type="checkbox"/> PROF: Engineer	WIS 8	2	3	3		
<input type="checkbox"/> RIDE *	DEX 5		5			
<input type="checkbox"/> SENSE MOTIVE	WIS 3		3			
<input checked="" type="checkbox"/> SLEIGHT OF HAND *	DEX 12	4	5	3		
<input checked="" type="checkbox"/> SPELLCRAFT	INT 13	2	6	3	2	
<input type="checkbox"/> STEALTH *	DEX 5		5			
<input checked="" type="checkbox"/> SURVIVAL	WIS 10	4	3	3		
<input type="checkbox"/> SWIM *	STR 1		1			
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA 9	4	2	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 9,000 / 15,000

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	30				
INIT	5	=	5	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES	fire 5				
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 of elemental fire	+4+1	1d8+1d6+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		
	Elemental Weapon of Ongpakob		
	long sword of elemental fire		
	+1 attack, +1d6 fire damage		
	+2 CHA		
	second chance reroll in disguise		
	resist fire 5		
	Daily power: create solid cube of fire 10' per side,		
	-range 15', duration 1 min/lvl, 1d6 dam/rnd		

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
		treasure stored	
		1 gold egg = 3000 gp	

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

TREASURE CARRIED		
#	TREASURE	WEIGHT

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

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

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SPELLS PER DAY

CLASS Alchemist LEVEL 4
SAVE DC LEVEL TOTAL CLASS ABILITY BONUS MISC SPELLS KNOWN
0 5 3 2
17 1st 5 3 2
18 2nd 3 1 2
19 3rd 1
20 4th 1
5th 1
6th 1
7th
8th
9th
CLOSE: 25FT + 5FT / 2 LVL 35 MEDIUM: 100FT + 10FT / LVL 140 LONG: 400FT + 40FT / LVL 560
TOTAL CLASS ABILITY OTHER CURRENT POINTS
SPELL POINTS 0

BLOODLINES & PATRONS

BLOODLINE/PATRON
BLOODLINE/PATRON

DOMAINS

DOMAIN Extracts
SUBDOMAIN
DOMAIN
SUBDOMAIN
DOMAIN
SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY
FOCUSSED
PROHIBITED
PROHIBITED

SPELLS PER DAY

CLASS LEVEL
SAVE DC LEVEL TOTAL CLASS ABILITY BONUS MISC SPELLS KNOWN
0
1st
2nd
3rd
4th
5th
6th
7th
8th
9th
CLOSE: 25FT + 5FT / 2 LVL 25 MEDIUM: 100FT + 10FT / LVL 100 LONG: 400FT + 40FT / LVL 400
TOTAL CLASS ABILITY OTHER CURRENT POINTS
SPELL POINTS 0

SPELLS

Table with columns: LEVEL, PREP, USED, NAME & DESCRIPTION, SCHOOL, DURATION, RANGE, SAVE, SR, REFERENCE. Rows include Bombs, Acid Bomb, Explosive bomb, Mutagen, Feral Mutagen, Bomber's Eye, Touch of the Sea, Crafter's fortune, Stone Fist, True Strike, Elemental Touch, Fire Breath, Vomit Swarm.