

Metalläsontai

CHARACTER
Elf Alchemist Medium Male
 RACE & LA SIZE GENDER
 79 Neutral Haagenti (ISG-320) Alchemy
 AGE ALIGNMENT DEITY

Joseph .T. Keffer
 PLAYER
 6' 0" 124 Light Brown Blue Light
 HEIGHT WEIGHT HAIR EYES SKIN
 Lepidstadt, Ustalav
 HOMETLAND & BACKGROUND OCCUPATION



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

LANGUAGES: Elven, Sylvan, Common, Draconic, Goblin and Gnome

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		
CURRENT HP	HP GAINED	HD
45	45	5
NONLETHAL HP DAM		
TEMPORARY HP		
TOTAL HP	45	FAVORED CLASS

CLASS RECORDER									
CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS		
Alchemist	3	50		4	4	1	4		
TOTALS	3	50	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	22	-10+	6	0	4				2	
TOUCH	14	-10+			4					
FLAT-FOOT	16	-10+	6	0	0					

SKILLS						RANKS TOTAL	50
	TOTAL	RANKS	ABILITY	TRAINED	MISC		
<input type="checkbox"/> ACROBATICS	5		DEX	5			
<input checked="" type="checkbox"/> APPRAISE	12	3	INT	6	3		
<input type="checkbox"/> BLUFF	2		CHA	2			
<input type="checkbox"/> CLIMB	1		STR	1			
<input checked="" type="checkbox"/> CRAFT: Alchemy	14	5	INT	6	3		
<input type="checkbox"/> DIPLOMACY	2		CHA	2			
<input checked="" type="checkbox"/> DISABLE DEVICE	13	5	DEX	5	3		
<input type="checkbox"/> DISGUISE	2		CHA	2			
<input type="checkbox"/> ESCAPE ARTIST	5		DEX	5			
<input checked="" type="checkbox"/> FLY	11	3	DEX	5	3		
<input type="checkbox"/> HANDLE ANIMAL			CHA	2			
<input checked="" type="checkbox"/> HEAL	8	2	WIS	3	3		
<input type="checkbox"/> INTIMIDATE	2		CHA	2			
<input checked="" type="checkbox"/> KN: Arcana	14	5	INT	6	3		
<input checked="" type="checkbox"/> KN: Nature	12	3	INT	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	13	5	WIS	3	3	2	
<input type="checkbox"/> PERFORM	2		CHA	2			
<input checked="" type="checkbox"/> PROF: Engineer	8	2	WIS	3	3		
<input type="checkbox"/> RIDE	5		DEX	5			
<input type="checkbox"/> SENSE MOTIVE	3		WIS	3			
<input checked="" type="checkbox"/> SLEIGHT OF HAND	13	5	DEX	5	3		
<input checked="" type="checkbox"/> SPELLCRAFT	14	3	INT	6	3	2	
<input type="checkbox"/> STEALTH	5		DEX	5			
<input checked="" type="checkbox"/> SURVIVAL	10	4	WIS	3	3		
<input type="checkbox"/> SWIM	1		STR	1			
<input checked="" type="checkbox"/> USE MAGIC DEVICE	10	5	CHA	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				

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	
Race: Elf, 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 3d6 + 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) +4
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) x2	Acid bomb bombs do additional 1d6 dam one rnd later (APG-29)
	Explosive bombs 10' splash +1d6 fire dam until put out (APG-30)
	Dispelling bomb - bomb dispels magic in double radius (APG-30)

ARMOR & WEAPONS						
ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
Elven Bombadier's Chain Shirt +2	6	4				5.0

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	

EXPERIENCE		9,000	/	15,000
SLOW	MEDIUM	FAST		
SPEED	30			
INIT	5	=	5	DEX MOD + MISC MOD
HERO				
SR			DR	
RESISTANCES	fire 5			
POOL POINTS				

