Joseph .T. Keffer Metallásontai 6' 0" 124 Light Brown

Elf Alchemist Medium Male RACE & LA GENDER SIZE Haagenti (ISG-320) Alchemy

DEITY

DEITY

Lepidstadt, Ustalav

HOMELAND & BACKGROUND OCCUPATION Neutral

WEIGHT HEIGHT

Blue EYES

Light

LANGUAGES: Elven, Sylvan, Common, Draconic, Goblin and Gnome Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012																									
ABILITY SCORE TOTAL MOD BASE ENHANCE MISC TEMP							HITPOINTS								CLASS RECORDER  LASS NAME BAB SKILL FC HPS FORT REF WILL LEVELS										
STR	13	1	13				CUF	н	45	<sup>нь</sup> 5							50 skill	FC HP	s FORT	REF 4	1	LEVELS			
DEX	21	5	17	2	2		4	<u>15</u>											仜						
CON	15	2	17	-2					$\perp$										上						
INT	22	6	18	2	2		NONLETHAL HP DAM		┸										丄						
WIS	16	3	16				TEMPORARY HP		4		5440.05						_	_	ot	╄		_	_		
СНА	14	2	12		2			TOTAL H	Р	45	FAVORE CLASS				Т	OTALS	3	50	0	4	4	1	4		
ABILITY SCORE &												SKI		RANKS /	BILITY	RANKS TOTAL TRAINED	50 міsc								
RACIAL NOTES						CVC	L DEFENSE	_	CROBATIC	s •		DEX NT	5 12	3	5	3									
ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE NATU		MISC	ТЕМР	1			* <b>□</b> B				на	2	3	2	3			
AC	22	=10+	6	0	4				2		ARMO	PENALTY	0		LIMB + RAFT: Alc	homi		STR NT	1 14	5	1 6	3			
TOUCH	14	=10+			4						<u> </u>	MAXIMUM	4		IPLOMAC	•		на	2	3	2	3			
FLAT-FOOT	16	=10+	6	0	0						]	SPELL FAILURE	0%		ISABLE D	EVICE +		HA	13	5	5	3			
		•													SCAPE AR	TIST +		DEX	5		5				
SAVING THROWS	TOTAL		S BASE	ABILITY	ENHANCE	MISC	ТЕМР							* <b>☑</b> F	ly + Iandle A	NIMAL		HA	11	3	5 2	3			
FORT	7		4	2		_1_	<u> </u>							+ <b>⊘</b> ⊦		NIMAL		vis	8	2	3	3			
REF	10		4	5		1	<u> </u>								NTIMIDAT			на	2	-	2				
WILL	5		1	3		1									<ul><li>N: Arcana</li><li>N: Nature</li></ul>				14 12	3	6	3			
ATTACKS	TOTAL	BASE ATT	ACK BONUS	TEMP	ABILITY	SIZE	MISC							□ K				NT	4		6				
MELEE ATTACK MODIFIER	4		3	1	1									K				NT	$\dashv$		6				
RANGED	8		3		5	H	iFFI—							K				NT	$\dashv$		6				
ATTACK MODIFIER				<u> </u>		$\vdash$	╠—;								INGUISTIO ERCEPTIO			VIS	13	5	6	3	2		
СМВ	8	3	DEX		5		<u> </u>								ERFORM:			на	2		2				
CMD	19	=10+	вЗв	DE DE &	ST <b>6</b> %									P	ROF: Eng	neer		VIS DEX	5	2	5	3			
						TC 0 F	ATURES								ENSE MO			vis	3	-	3				
				CLASS FE			FEATURES FEATS, AND CHARAC	TER FEATURES							LEIGHT O PELLCRAF	f Hand •			13 14	5 3	5 6	3	2		
Race: Elf, L							Throw any		TEALTH +			DEX	5		5										
Elven magic	c +2 C	L to ov	ercome	e spell r	esistan	ce	Discovery		URVIVAL			WIS STR	10	4	3	3									
Weapon pro	of: sho	ort & loi	ng bow	s, long	sword		Alchemy (		SE MAGIO		_		10	5	2	3									
Weapon pro	of: sim	ole wea	apons a	and bor	nbs		Bomb (Su)				STR	=-	+	-											
Armor prof:	light a	armor,	no shie	eld			Brew potion				STR	=-	$\Rightarrow$												
Extra Bomb	os + 2 t	ombs/	day (Al	PG-159	9)		Mutagen (				STR [		$\dashv$												
Class Alche	emist H	ID d8 (	APG-20	6)			Poison Re	<u> </u>			STR		$\Box$												
extracts 3 1	st, 1 2	nd Ivl					Poison Us	MARI	¢ A ☐ TO SH * SKILL	OW A CLASS	SKILL. CL D UNTRA	ASS SKI	S SKILLS WITH RANKS GAIN A +3 TRAINED BONU.  CD												
Swift Alcher							Feral Mutag	SLC		RIENCE DIUM 🗹 FAS		9,000 / 15,000													
Extra Disco	very (A	APG-16	60) x2				Acid bomb b	cid bomb bombs do additional 1d6 dam one rnd later (APG-29)									_				WIM CLIMB MIS		MISC		
							Explosive bo	mbs 10' splas	sh +1d6	6 fire dar	n until p	out out (	APG-30)		SPEED		4	30		DEX			MISC		
							Dispelling bo	omb - bomb di	ispels r	nagic in	double	radius (	APG-30)		INIT	5	<u> </u>	= [	5	MOD	+ [		MOD		
															HERO										
															SR			DI	8						
														RE	SISTAN	ICES fir	e 5								
				WEAPONS							PO	OL POI	NTS												
ARMOR NAME & DESCRIPTION  ARMOR Elven Bombadier's Chain Shirt +2								AC BONUS	4	PENALTY S	PELL FAIL	TYPE	wеіднт 5.0												
			011					+ +					0.0												
SHIELD	WES	ON NAME O	DESCRIPTIO	DN .			ATTACK MOD	IEIEDS		5	MAGE		CRITIC	. <b></b>	RANGE	TYPE	т.	AMMO & NOTES							
long sword o				214		$\top$	+4+			1d8+1		·1	x2 (19		RANGE	S	4.0	$\overline{}$		AMM	∪ & NUT	L3			
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						+			+				<u> </u>					+							

	FEATS & SPECIAL ABILITIES														
	NAME		USES/DAY	USED	Ш				NAME					USES/DAY	USED
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×	EQUIPMENT & MAGIC ITEM	S QTY / USES	WGT N/A	WEIGHT	*		E	QUII	PME	ENT & I	MAGIC	ITEMS	QTY / USES	WGT N/A	WEIGHT
<u>ش</u>	Standard Adventurer's Kit	QIT / USES	wGI N/A	21.0			of teleportation	ı (bac	.™ k to	labora	tory)		QIT / USES	WGI N/A	WEIGHT
Г	Backpack				1	magic	bag of potions	(roll	d6)	(usable	3/day)				
Г	Bedroll				1	- on 1,	Beast Shape I	l (PCI	R-24	17)					
Г	Flint & Steel				1	_	Heal (PCR-29								
Г	Belt Pouch				1	- on 3,	Haste (PCR-2	94)							
Г	Rations				1	_	Invisibility (PC		1)						
Г	Rope				1	_	Fireball (PCR-		•						
Г	Sunrod torches				1	_	Cloudkill (PCF		)						
Г	waterskin				1	ring of	+2 dexterity		<u>.                                      </u>						
Г	vials (1 ounce each)	100			1 🗀	_	fey protection	+2 A	C, +	1 Will/F	Ref/Fort	t			
Г				1											
Г				1	Elemer										
Г					1	long sword of elemental fire									
Г				1	_	ıck, +1d6 fire d									
Г				1 🗀	+2 CH/										
Г				1	second	d chance reroll	in dis	sgui	se						
Г				1	resist f										
Г				1 F	Daily p	ower: create	solid	cub	e of fire	e 10' po	er side,				
Г				1	_	15', duration 1									
Г				1											
Г				1	Elven E	Bombadier's C	hain	Shir	t +2						
Г				1	(light w	eight, no spell f	fail. no	se	lf-dama	ge from	bombs)				
Г					1 🗀										
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	WORN MAGIC ITEM EQUIPMENT  EQUIPMENT SLOTS FOR MAGIC ITEMS	ж			CONTAINE	ER	BAGS & CO	ATAC	INI	ERS vo	LUME/WEIG	HT LIMIT/NO	TES		WEIGHT
	BELT:														
Г	BODY:							treas	sure	stored					
Г	CHEST:							1 go	ld e	gg = 30	00 gp				
Г	EYES:							gem	s = ′	1000 gp					
一	FEET:				RRENC		070000	00			TREA		ARRIED		
Г	HANDS:	PLATINUM	CARR	ונט	CAKRIÉE	O WGT N/A	STORED	#				TREASURE			WEIGHT
Н	HEAD:	GOLD	10	0			5,600								
н	ADBAND:	SILVER													
$\vdash$	NECK:	COPPER										A D.C. O	LUCE		
$\vdash$	RING:								HT AD	MEDIUM LOAD	HEAVY LOAD	ADS &	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
一	RING:			CARRIE	D WE	IGHT			1	101	152		152	304	760
SH	DULDERS:	ARMOR & WEAPONS	CURREN		IIPMENT	MISC	TOTAL	(	)	0		MODIFIED	0	0	0
一	WRIST:	9.0	0.2	1 2	1.0		30.2	CUR	RENT	LOAD	LIGHT		1EDIUM 🗖	HEA	VY 🗖
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		SPEL	LS PEF	R DAY				BL				SPELL	R DAY						
CLASS		Alche	emist		LEVEL	. 5		BLOODLINE/PATRON	4		CL	.ASS					LEVE	L	
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN	_	BLOODLINE/PATRON	٧				SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
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	5th	Ш		1								L		5th					
	6th			1			]	DOMAIN						6th					
	7th						1	SUBDOMA	AIN			Ī		7th					
	8th	一					i	WIZ	APD	SPECIALITY SCHOOL		ī		8th			im		
	9th	H					i	SPECIALITY	AND	SPECIALITY SCHOOL		• 7		9th					
CLOSE:		MEDIL	JM:	<u>                                    </u>	LONG:	$\vdash$		FOCUSED	$\overline{}$			CLO	SE:	<u> </u>	MEDIUM:	· —		LONG	-
25FT + 5FT / 2 LVL	35	MEDIU 100FT /	T+ LVL 15	0	400FT + 40FT / LVI	600	)	PROHIBITED	$\vdash$			25F 5FT /	T + 2 LVL	25	100FT + 10FT / LV	I 10	00	400ft 40ft / L	+ 400
SPELL	TOTAL 0	CLAS	22 ARIF	тү отн	ER CUI	KENT POIN	TS	PROHIBITED	-			S	PELL	O	CLASS	ABII	LITY OTHE	R C	URRENT POINTS
POINTS	U	_						PROTTIBITED	<u> </u>			F	OINTS	U				┙┕	
LEVEL PR	EP USED						NAME	& DESCRIPTION		SPELLS	schoo	)L	DL	IRATION	RANGE		SAVE	SR	REFERENCE
		Bomb	os (CL+	Int Mo	d+2=12	2/day) 3	3d6 -	+ 6 fire dam			Alche	my			20'		-	-	APG-28
		Acid	Bomb	additio	nal 1d6	dama	ge o	ne round later			Alche	my			20'				APG-29
		Explo	sive bo	omb (10	o' splas	h radiu	ıs) +	1d6 fire dam/rr	nd un	til extinguished	Alche	my			20'			APG-30	
		Dispelling bomb - bomb dispels ma						c in double radi	ius		Alche	my			20'				APG-30
		Muta	gen (Sı	u) +2 A	C, +4/-	2 abil			Alchemy		10 min/lvl		persor	nal			APG-28		
		Feral	Mutag	en gain	2 claw	/ (1d6)	& 1	bite (1d8) attac	1d8) attack , +2 Intimidate						-				APG-30
		Extra									_					_			
	1	+						+10', +1 to hit)	Transmu			nd/lvl	perons	_	-	-	APG-206		
	1	+						ers/feet) swim n	Transmu			min/lvl	touch		Fort	_	APG-250		
	1	+		<u> </u>		s on all	cra	fting checks)			Transmu		day/lvl	close		Will	Yes	APG-2123 APG-247	
	1	+		stone fis (+20 on		ttook)					Transmu Divina		nin/lvl	persor		-	-	PCR-363	
	1	+					maa	ic items			Divina			stant nd/lvl	persor 60'	ıaı	-	-	PCR-299
	I	luent	ily + 10	spelici	ait to it	lentily i	may	ic items			Divilla	uon	31	TIU/IVI	00		none	no	F CR-299
	2	Elem	ental T	ouch (a	acid/col	d/electi	ric/fi	re) 1d6 dam +	extra	damage (see text)	Evoca	tion	1 1	nd/lvl	persor	nal	_	No	APG-218
	2							1d6 damage (d			Evoca			nd/lvl	15'		Ref	_	APG-221
	2	+						n from bestiary			Conjura			nd/lvl	peron	al	-	-	APG-254
	2	Trans	smute F	o Poisc	n - cor	nvert	t potion to poiso	potion to poison, spit in face for damage					1 min/lvl		nal	Fort	No	APG-250	