

Metallásontai

CHARACTER
Elf Alchemist Medium Male
 RACE & LA SIZE GENDER
 79 Neutral (Evilish) 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
 HOMELAND & 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	24	7	18	2	4	
WIS	16	3	16			
CHA	14	2	12		2	

HITPOINTS

CURRENT HP	HP GAINED	HD
93	83	10
NONLETHAL HP DAM		
TEMPORARY HP		
TOTAL HP	93	FAVORED CLASS
		Alchemist

CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Alchemist	7	103	10	7	7	3	10
TOTALS	7	103	10	7	7	3	10

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					

ARMOR CHECK PENALTY **0**
 MAXIMUM DEX **4**
 SPELL FAILURE **0%**

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	10	7	2		1	
REF	13	7	5		1	
WILL	7	3	3		1	

COMBAT NOTES & MODIFIERS
 second attack @ +2



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	8	7		1		
RANGED	12	7		5		
CMB	12	7	DEX	5		
CMD	23	-10+	B7B	0	6	

SKILLS

SKILL	DEX	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS	DEX	5		5		
* APPRAISE	INT	16	6	7	3	
* BLUFF	CHA	2		2		
* CLIMB	STR	1		1		
* CRAFT: Alchemy	INT	20	10	7	3	
* DIPLOMACY	CHA	2		2		
* DISABLE DEVICE	DEX	18	10	5	3	
* DISGUISE	CHA	2		2		
* ESCAPE ARTIST	DEX	5		5		
* FLY	DEX	15	7	5	3	
* HANDLE ANIMAL	CHA			2		
* HEAL	WIS	9	3	3	3	
* INTIMIDATE	CHA	2		2		
* KN: Arcana	INT	20	10	7	3	
* KN: Nature	INT	14	4	7	3	
* KN: Engineering	INT	15	5	7	3	
* KN:	INT			7		
* KN:	INT			7		
* KN:	INT			7		
* LINGUISTICS	INT			7		
* PERCEPTION	WIS	18	10	3	3	2
* PERFORM:	CHA	2		2		
* PROF: Engineer	WIS	11	5	3	3	
* RIDE	DEX	5		5		
* SENSE MOTIVE	WIS	3		3		
* SLEIGHT OF HAND	DEX	18	10	5	3	
* SPELLCRAFT	INT	20	8	7	3	2
* STEALTH	DEX	5		5		
* SURVIVAL	WIS	11	5	3	3	
* SWIM	STR	1		1		
* USE MAGIC DEVICE	CHA	15	10	2	3	
	STR					
	STR					
	STR					
	STR					
	STR					
	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

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 5d6 + 7 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, skills 4+Int Mod (APG-26)	Poison Resistance (Ex) +6 - Poison Immunity
extracts 3 1st, 1 2nd lvl	Poison Use (Ex) no accidental poisoning
Swift Alchemy (Ex) (APG-31); Swift Poisoning (APG)	Feral Mutagen gain 2 claw (1d6) & 1 bite (1d8) attack (APG-30)
Extra Discovery (APG-160) x4	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)
Poison Bomb - as cloud kill (auto kill 3 HD or less, 4-6 HD save vs fort or die; 1d4 Con dam/rnd, 20' rad)	Ectoplasmic Bomb - harms incorporeal & reveals undead
Delayed Bomb - delay detonation of bombs (APG)	Precise Bombs - Choose where splash damage goes
	Fast Bombs - throw 2 bombs per round

EXPERIENCE SLOW MEDIUM FAST 105,000 / 155,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
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 Elven Bombardier's Chain Shirt +2	6	4				5.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
long sword of elemental fire	+8+2	1d8+2d6+1+1	x2 (19-20)		S	4.0	
crossbow +1	+12+1+1	1d8+1+1	x2 (19-20)	80	P	4.0	30 bolts +1

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="18"/>	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="19"/>	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="20"/>	3rd	<input type="text" value="5"/>	<input type="text" value="3"/>	<input type="text" value="2"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	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" value="1"/>	<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
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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
<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
			Bombs (CL+Int Mod+2=17/day) 5d6 + 7 fire dam (Precise & Fast)	Alchemy		20'	-	-	APG-28
			Acid Bomb additional 1d6 damage one round later	Alchemy		20'			APG-29
			Explosive bomb (10' splash radius) + 1d6 fire dam/rnd until extinguished	Alchemy		20'			APG-30
			Dispelling bomb - bomb dispels magic in double radius	Alchemy		20'			APG-30
			Ectoplasmic Bomb - harms incorporeal & reveals undead	Alchemy		20'			USH
			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/feet) 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 (stone fist 1d6)	Transmutation	1 min/lvl	personal	-	-	APG-247
1			True Strike (+20 on next attack)	Divination	instant	personal	-	-	PCR-363
1			Identify +10 spellcraft to identify magic items	Divination	3 rnd/lvl	60'	none	no	PCR-299
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
2			Transmute Potion to Poison - convert potion to poison, spit in face for damage	Trasnmutation	1 min/lvl	personal	Fort	No	APG-250
3			Bouncing Bomb Admixture - allow next bomb to hit two targets directly	Transmutation					MaTT
3			Fly - Subject flies at speed of 60 ft.	Transmutation					PCR
3			Gaseous Form - Subject becomes insubstantial and can fly slowly.	Transmutation					PCR
3			Lightning Lash Bomb Admixture - target takes 1d6 lightning damage each move	Transmutation	1 rnd/lvl				UC

