

Phrōga Rasāyanaśāstrī

CHARACTER: **Gripli** Small Female 1'11" 26 lbs none red green
 RACE & LA SIZE GENDER HEIGHT WEIGHT HAIR EYES SKIN
 16 Neutral Ramenos Sodden Lands of the Mwangi Expanse
 AGE ALIGNMENT DEITY HOMELAND & BACKGROUND OCCUPATION



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

LANGUAGES: Common, Gripli, Polyglot, Aquan, Speak with Animals (frog and toad), Gnome, Boggard

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	11	0	13	-2		
DEX	18	4	16	2		
CON	12	1	12			
INT	20	5	18	2		
WIS	12	1	12			
CHA	11	0	11			

HITPOINTS		
CURRENT HP	HP GAINED	HD
9	9	1
NONLETHAL HP DAM		
TEMPORARY HP		
TOTAL HP	9	FAVORED CLASS

CLASS RECORDER									
CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS		
Alchemist (Bogborn)	0	9		2	2	0	1		
TOTALS	0	9	0	2	2	0	1		

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	17	-10+	3	0	4					
TOUCH	14	-10+			4					
FLAT-FOOT	13	-10+	3	0	0					

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	9
<input type="checkbox"/> ACROBATICS *	DEX	3	4		
<input checked="" type="checkbox"/> APPRAISE	INT	9	1	5	3
<input type="checkbox"/> BLUFF	CHA	0	0		
<input type="checkbox"/> CLIMB *	STR	-1	0		
<input checked="" type="checkbox"/> CRAFT: (alchemy)	INT	9	1	5	3
<input type="checkbox"/> DIPLOMACY	CHA	0	0		
<input checked="" type="checkbox"/> DISABLE DEVICE *	DEX	7	1	4	3
<input type="checkbox"/> DISGUISE	CHA	0	0		
<input type="checkbox"/> ESCAPE ARTIST *	DEX	3	4		
<input checked="" type="checkbox"/> FLY *	DEX	3	4		
<input type="checkbox"/> HANDLE ANIMAL	CHA		0		
<input checked="" type="checkbox"/> HEAL	WIS	1	1		
<input type="checkbox"/> INTIMIDATE	CHA	0	0		
<input checked="" type="checkbox"/> KN: arcana	INT	9	1	5	3
<input checked="" type="checkbox"/> KN: nature	INT	9	1	5	3
<input type="checkbox"/> KN:	INT		5		
<input type="checkbox"/> KN:	INT		5		
<input type="checkbox"/> KN:	INT		5		
<input type="checkbox"/> KN:	INT		5		
<input type="checkbox"/> LINGUISTICS	INT		5		
<input checked="" type="checkbox"/> PERCEPTION	WIS	5	1	1	3
<input type="checkbox"/> PERFORM:	CHA	0	0		
<input checked="" type="checkbox"/> PROF:	WIS		1		
<input type="checkbox"/> RIDE *	DEX	3	4		
<input type="checkbox"/> SENSE MOTIVE	WIS	1	1		
<input checked="" type="checkbox"/> SLEIGHT OF HAND *	DEX	7	1	4	3
<input checked="" type="checkbox"/> SPELLCRAFT	INT	9	1	5	3
<input type="checkbox"/> STEALTH *	DEX	7	4		4
<input checked="" type="checkbox"/> SURVIVAL	WIS	1	1		
<input type="checkbox"/> SWIM *	STR	-1	0		
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	4	1	0	3
<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	3	2	1			
REF	6	2	4			
WILL	1	0	1			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	0	0		0		
RANGED	4	0		4		
CMB	4	0	DEX	4		
CMD	14	-10+	BOB	0	STR & DEX	4

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

Race: Gripli (ARG-190)
 Darkvision 60'
 Camouflage: +4 Stealth in Swamp/Forest
 Swamp Stride (Ex) ignore difficult swamp terrain
 Weapon Prof.: simple weapon and nets
 Toxic Skin (Ex) 1+1/4/day produce and apply poison
 Class: Alchemist (APG-26) HD: d8
 Archetype: Gripli Bogborn Alchemist (ARG-191)
 Alchemy (Su): Alchemist can craft bombs, mutagens and extracts (APG-26)
 Brew Potion (Ex): Alchemists can brew potions (PCR-119)
 Armor Prof.: Lt. armor
 Bombs, Mutagens & Extracts detailed below.
 Agile Tongue - prehensile tongue, range 10' load 5 lb (ARG-191)

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 0 / 2,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
20	20		15	20	
INIT	4	=	4	DEX MOD	+ MISC MOD
HERO					
SR			DR		
RESISTANCES					
POOL POINTS					

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR studded leather	3	5	-1	0	Lt	10.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dagger	+4	1d4	19-20,x2	10	P	1.0	
net	+4	0					see below

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Gripli Poison: Skin or weapon—contact or injury;		
save Fort DC 10 + 1/2 the gripli's Hit Dice plus its Constitution modifier;		
frequency 1/round for 6 rounds; effect 1d4 Dexterity damage & confused; cure 2 save.		
also called "Black Spider Marsh Poison"		
net: An entangled creature takes a –2 penalty on attack rolls and a –4 penalty on Dexterity,		
can move at only half speed, and cannot charge or run; escape artist check to get out.		

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	Underwater Adventurer's kit			
	Underwater alchemist kit (air-bubble enabled)			
	formula book (magically waterproofed)			
	net			
	dagger			
	studded leather			

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT

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
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 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="16"/>	1st	<input type="text" value="3"/>	<input type="text" value="1"/>	<input type="text" value="2"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	<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"/>	<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"/>

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 (APG-27)						
			- usable x = lvl +Int Mod = 6 times/ day						
			- primary damage to target of 1d6/2 lvl (round up) + Int Mod fire damage						
			- splash damage in 5' radius of min dam, reflex save halves DC = 10+lvl/2+IntMod						
			Mutagens - 1 hour to brew, only possess 1 at a time (APG-27)						
			+2 AC, +4 Str, Dex or Con & -2 Int, Wis or Cha						
			duration = 10 minutes						
			if imbibed by someone else, fort save or nauseated for 1 hour, DC = 10+lvl/2+IntMod						
			Amphibious Mutagen (Ex) - Aquatic Form - water breathing, swim 15 (ARG-191)						
			the amphibious mutagen was made permanent with a permanency spell, base move 20						
			Extracts (1 min to prepare) - List of possible extracts on APG-32 et al.						
			http://www.d20pfsrd.com/magic/tools/spell-list-filters/alchemy-formula-list-filter						
1			Cure Light Wounds - Cures 1d8 damage + 1/level (max +5).	Conjuration	instant	close	will	yes	PCR-
1			Enlarge Person - Humanoid creature doubles in size.	Transmutation	1 min/lvl	close	fort	yes	PCR-
1			Crafter's Fortune - Subject gains +5 on next Craft check.	Transmutation	1 day/lvl	personal	will	yes	APG-213
1			Targeted Bomb Admixture - bombs have no splash but double Int Mod damage	Transmutation	1 rnd/lvl	personal	none	no	UC-246
1			Touch of the Sea - Swim speed becomes 30 ft.	Transmutation	1 min/lvl	personal	none	no	APG-250
1			Longshot - Grants a +10-foot bonus to the range increment for any ranged weapon	Transmutation	1 min/lvl	personal	none	no	UC-236
1			Illusion of Calm - You appear to be standing still, even when you take some actions.	Illusion	1 min/lvl	personal	will	no	UC-231
1			True Strike - +20 on your next attack roll.	divination		personal	none	no	PCR-
1			Vocal Alteration - Disguise target's voice.	transmutation	1 min/lvl	close	fort	yes	UM-248