

Phrōga Rasāyanaśāstrī

CHARACTER		PLAYER	
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, Draconic, Sylvan

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	11	0	13	-2		
DEX	18	4	16	2		
CON	12	1	12			
INT	24	7	18	2	4	
WIS	12	1	12			
CHA	11	0	11			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
72	72	10	Alchemist (Bogborn)	7	100		7	7	2	10
TOTAL HP			TOTALS							
72			7	100	0	7	7	2	10	

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	20	-10+	6	0	4					
TOUCH	14	-10+			4					
FLAT-FOOT	16	-10+	6	0	0					

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	8	7	1			
REF	11	7	4			
WILL	3	2	1			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	7	7		0		
RANGED	11	7		4		
CMB	11	7	DEX	4		
CMD	21	-10+	B7B	0	4	

+2 BAB on second attack

COMBAT NOTES & MODIFIERS

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Race: Gripli (ARG-190)	Discoveries: (Feats: Extra Discovery x3)
Darkvision 60'	Chameleon (Su) stealth +8
Camouflage: +4 Stealth in Swamp/Forest	Deadly Excretions (Ex) - Toxic does Dex or Con damage
Swamp Stride (Ex) ignore difficult swamp terrain	Underwater Demolition (Ex) - Throw bombs underwater
Weapon Prof.: simple weapon and nets	Concentrate Poison - duration extended by 50%, save DC +2
Toxic Skin (Ex) 1+1/4/day produce and apply poison	Sticky Poison - poison adheres to weapon for Int Mod hits
Class: Alchemist (APG-26) HD: d8	Poison Conversion - convert poison type (contact, ingested, inhaled, or injury)
Archetype: Gripli Bogborn Alchemist (ARG-191)	Bottled Ooze (Su) - Ooze of CR lvl trapped in bottle and thrown
Alchemy (Su): Alchemist can craft bombs, mutagens and extracts (APG-26)	Tanglefoot Bomb (Su) - bombs entangle target
Brew Potion (Ex): Alchemists can brew potions (PCR-119)	Throw Anything
Armor Prof.: Lt. armor	
Bombs, Mutagens & Extracts detailed below.	
Poison Use +6, Poison immunity	
Swift Alchemy and swift poisoning	
Agile Tongue - prehensile tongue, range 10' load 5 lb (ARG-191)	

SKILLS					RANKS TOTAL	84
	TOTAL	RANKS	ABILITY	TRAINED	MISC	
* ACROBATICS	DEX 8		4		5	
* APPRAISE	INT 11	1	7	3		
* BLUFF	CHA 0		0			
* CLIMB	STR -1		0			
* CRAFT: (alchemy)	INT 20	10	7	3		
* DIPLOMACY	CHA 0		0			
* DISABLE DEVICE	DEX 16	10	4	3		
* DISGUISE	CHA 0		0			
* ESCAPE ARTIST	DEX 3		4			
* FLY	DEX 7	1	4	3		
* HANDLE ANIMAL	CHA		0			
* HEAL	WIS 5	1	1	3		
* INTIMIDATE	CHA 0		0			
* KN: arcana	INT 20	10	7	3		
* KN: nature	INT 11	1	7	3		
* KN:	INT		7			
* KN:	INT		7			
* KN:	INT		7			
* KN:	INT		7			
* LINGUISTICS	INT		7			
* PERCEPTION	WIS 14	10	1	3		
* PERFORM	CHA 0		0			
* PROF: anesthesiologist	WIS 14	10	1	3		
* RIDE	DEX 3		4			
* SENSE MOTIVE	WIS 1		1			
* SLEIGHT OF HAND	DEX 16	10	4	3		
* SPELLCRAFT	INT 20	10	7	3		
* STEALTH	DEX 15		4		12	
* SURVIVAL	WIS 1		1			
* SWIM	STR -1		0			
* USE MAGIC DEVICE	CHA 13	10	0	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

EXPERIENCE SLOW [ ] MEDIUM [x] FAST [x] 105,000 / 105,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
20	20		15	20	

INIT 4 = 4 DEX MOD + MISC MOD

HERO SR DR

RESISTANCES poison immunity

POOL POINTS

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Gripli Studded Leather +3	6	5	-1	0	Lt	10.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dagger	+11	1d4	19-20,x2	10	P	1.0	
Gripli casting net +3	+14	0					see below



**SPELLS PER DAY**

CLASS	Alchemist			LEVEL	10	
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
18	1st	7	5	2		
19	2nd	6	4	2		
20	3rd	5	3	2		
21	4th	2	1	1		
	5th			1		
	6th			1		
	7th			1		
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL **50** MEDIUM: 100FT + 10FT / LVL **200** LONG: 400FT + 40FT / LVL **800**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<b>SPELL POINTS</b>	0			

**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
	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
<b>SPELL POINTS</b>	0			

**SPELLS**

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
			<b>Bombs (APG-27)</b>						
			- usable x = lvl +Int Mod = 17 times/ day						
			- primary damage to target of x = 5d6 + Int Mod fire damage						
			- splash damage in 5' radius of min dam, reflex save halves DC = 10+lvl/2+IntMod						
			<b>Mutagens - 1 hour to brew, only possess 1 at a time (APG-27)</b>						
			+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						
			<b>Amphibious Mutagen (Ex) - Aquatic Form - water breathing, swim 15 (ARG-191)</b>						
			the amphibious mutagen was made permanent with a permanency spell, base move 20						
			<b>Extracts (1 min to prepare) - List of possible extracts on APG-32 et al.</b>						
			<a href="http://www.d20pfsrd.com/magic/tools/spell-list-filters/alchemist-formula-list-filter">http://www.d20pfsrd.com/magic/tools/spell-list-filters/alchemist-formula-list-filter</a>						
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

