Neutral

Grippli
RACE & LA
16
AGE

DEITY

Ramenos

Small Female SIZE

1'11" GENDER HEIGHT Sodden Lands of the Mwangi Expanse

26 lbs WEIGHT

none HAIR

red EYES

green

LANGUAGES: CO	mmon,	Grippli,	Polyglo	t, Aquar	ı, Speak	with A	nimals (frog a	nd toad), C	3nome	, Bogga	ard, Dr	aconic,	Sylvan	(Original	by Neceros.	Modified	d by abo	ellius@y	yahoo.cor	n. Versior	1 1.0.2012	
ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP		HITPOIN							CLA:	SS RE							
STR	11	0	13	-2			CURI	ENT HP	'	72	10		داد Alchemi:	ass name st (Boc	born)	вав 7	100		PS FORT	7 REF	2	LEVELS 10
DEX	18	4	16	2			7	2								,			T				
CON	12	1	12				'	_															
INT	24	7	18	2	4		NONLETHAL HP DAM																
		4					TEMPORARY HP		\top														
WIS	12		12					TOTAL F	IP.	72	FAVORE CLASS				T	OTALS	7	100	0	7	7	2	10
СНА	11	0	11					CONDITION	IS & MISCE	LLANEOUS T	RACKING							SKI	LLS			RANKS TOTAL	84
ABILITY SCORE & RACIAL NOTES														∗ ☑ Acro	OBATICS	. •	D	EX T	8	RANKS	ABILITY 4	TRAINED	міsc 5
ARMOR SIASS	70741		404400	011151.5			& DEFENSE			75110				∗ ⊠ Appr					11	1	7	3	
ARMOR CLASS	20	10+	6	SHIELD	4	SIZE	DODGE NATUR	AL DEFLECT	MISC	TEMP	ARM	OR CHECK	-1	*□ BLUF *□ CLIM				HA TR	0 -1		0		
		i								1] 1 ,	MAXIMUM		∗ ⊠ Craf	FT: (alch	nemy)			20	10	7	3	
TOUCH	14	=10+	_	1 -	4		┦──/┌─	_		<u> </u>	1	DEX	5	*□ DIPL DISA		VICE +		HA EX	0 16	10	0 4	3	
FLAT-FOOT	16	=10+	6	0	0							SPELL FAILURE	0%	∗□ Disc				на	0	10	0		
							темр +2	BAB on se		attack	DDIFIERS			*□ ESCA *□ FLY		IST +		EX	7	1	4	3	
FORT	8	l CLAS	7	ABILITY 1	ENHANCE	MISC	TEMP -	2, 12 01. 00	200a	attaon				☐ HAN		IMAL		на			0	3	
		-					 							∗ ⊠ Heai				VIS	5	1	1	3	
REF	11	<u> </u>	7	4			<u>!</u> —							*□ INTII				HA NT	0 20	10	7	3	
WILL	3		2	1			<u> </u>							✓ KN:					11	1	7	3	
ATTACKS	TOTAL	BASE ATT	ACK BONUS	TEMP	ABILITY	SIZE	MISC							□ KN:□ KN:				NT NT			7		
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ATTACK MODIFIER		 	.	<u>, </u>			╬—							□ LING				NT VIS	14	10	7	3	
СМВ	11	7	DEX		4		<u> </u>							∗□ Perf	ORM:		С	на	0		0		
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														÷□ SENS		IVF		VIS	1		1		
				CLACC FF			FEATURES FEATS, AND CHARACT	50 554TU056								HAND +		EX	16	10	4	3	
Race: Grip	pli (AR	G-190)	CLASS FE	ATURES, RAC	IAL IRAIIS,	Discoverie		: Extra	a Disco	very x	(3)		✓ SPEL *□ STEA				_	20 15	10	7	3	12
Darkvision (60'		<i>,</i>				Chameleo	n (Su) ste	alth +	8				∗ ⊠ Surv	VIVAL			vis	1		1		
Camouflage	e:+4 St	ealth i	n Swan	np/Fore	st		Deadly Exc				Dex o	r Con d	lamage	*□ SWIN ✓ USE		DEVICE		HA .	-1 13	10	0	3	
Swamp Stri						in	Underwater	•	,								STR		10	10		J	
Weapon Pr		, •			•		Concentrate		• ,								STR	_	\Box				
Toxic Skin (oicon	Sticky Poiso										STR STR	+	\dashv				
			•		арріу р	015011	<u>-</u>	•									STR	F					
Class: Alch					(A DO 4	04)	Poison Convers	-		-				MARK A	Это сно	OW A CLASS	STR	ASS SKI	IIS WIT	H RANKS	GAIN A +	3 TRAINED	RONUS
Archetype:					`		Bottled Ooze	• •							* SKILL	CAN BE USE	D UNTRAI	NED	* ARM	OR CHECK	PENALTY	APPLIES	
Alchemy (Su): A					-		Tanglefoot	•	u) - bo	ombs e	ntang	le targ	et			IENCE um ☑ fas	я 🗆 📙	1	05,0	000	/ 1	105,00	00
Brew Potion	• •		ts can b	rew potic	ons (PCI		Throw Any	tning						SP	EED			20		-	15 T	20	MISC
Armor Prof.				. (- 1)1 1																DEX		20	MISC
Bombs, Mu	<u> </u>				below.										TIV	4	҉	= [4	MOD	+ [MOD
Poison Use Swift Alcher														н	ERO		_						
					C II- (AD)	0.404)									SR			DI	R				
Agile Tongue -	- prenen	sile tong	ue, range	e 10 10au	o ib (AR	G-191)								RESIS	STAN	CES po	oison	imm	unity	′			
						IOR &	WEAPONS							POOL	L POII	NTS							
Grinnli	Studde	d Leat		ME & DESCRIF	PTION			AC BONUS	MAX DEX	PENALTY S	O O	Lt	10.0										
ARMOR II	Juduc	a Loan	.5, .0					+ -		-			10.0	\vdash									
SHIELD												I											
dagger	WEAP	ON NAME &	& DESCRIPTION	אכ		\top	+11	FIERS	Τ		d4		19-20,		10	P	1.0	$\overline{}$		AMN	MO & NOT	ES	
Grippli cast	ing net	+3				\top	+14		+		0			_	-	-		+	ee b	elow			

		_						_		CDECL	AL ABII	17156			
0:-	FEATS & SPECIAL ABILITIES	•		USES/DAY	USED				NAM	SPECIA	AL ABIL	IIIES		USES/DAY	USED
	ippli Poison: Skin or weapon—contact or injury;		I:C:			┨┝									
	ve Fort DC 10 + 1/2 the grippli's Hit Dice plus its Constitution					┨┝									
	quency 1/round for 6 rounds; effect 1d4 Dexterity damage & confused;	cure	e 2 save.			┨┝									
ais	so called "Black Spider Marsh Poison"	_				┨┝									
		—				┨┝									
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						┨┝									<u> </u>
	An entangled creature takes a -2 penalty on attack rolls and a -4 penalty		-			┨┝									
cai	n move at only half speed, and cannot charge or run; escape artist chec	CK TO	get out.												
0.0	EQUIPMENT & MAGIC ITEM	S				90		E	QUIPM	ENT & I	MAGIC	ITEMS	any / ware	, , , , , , , , , , , , , , , , , , ,	
¥	Underwater Adventurer's kit	-	QTY / USES	WGT N/A	WEIGHT	#			IIEM				QTY / USES	WGT N/A	WEIGHT
	Underwater alchemist kit (air-bubble enabled)	寸				1	Grippli S	Studded Leath	er +3						
	formula book (magically waterproofed)	T				1	- treat a	crobatics as c	lass ski	II, +5					
	net	†				1 🗆	- Grippli	Toxic skin ap	plies to	armor a	s well				
	dagger	T				1 🗆		er who bites, u				isoned			
		十				1									
		\top				1 🗆	Grippli o	asting net +3							
		十				1	+	led creatures		5 penalty	on atta	ack			
		\top				1	+	penalty on de			<u> </u>				
		\dagger				1 🗆	-	,	, , , , , , , , , , , , , , , , , , ,						
		+				1	Grippli A	Air Bubble Und	derwate	r Alchen	nist Kit				
		+				1	Спррпп			. ,					
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	WORN MAGIC ITEM EQUIPMENT							BAGS & CO	NTAIN	ERS					
	EQUIPMENT SLOTS FOR MAGIC ITEMS	*				CONTAIN	ER				LUME/WEIGH	т шміт/пот	ES		WEIGHT
	BELT:	⊢													
	BODY:	⊢													
	CHEST:	⊢													
	EYES:				CIII	RRENC	·v				TREAC	TIDE C	ARRIED		
	FEET:			CARRII			D WGT N/A	STORED	H			REASURE	AKKIED		WEIGHT
	HANDS:	⊢	ATINUM						\vdash						<u> </u>
	HEAD:	⊢	GOLD												<u> </u>
н	EADBAND:	⊢	SILVER												
	NECK:	C	OPPER									ADS &			
	RING:	\sqsubseteq							LIGHT	MEDIUM	HEAVY LOAD	N	LIFT ABOVE HEAD	GROUND	DRAG & PUSH
	RING:	^	RMOR &			D WE		7071	38	77	115	Ш	115	230	575
SH	OULDERS:		EAPONS	CURRENC	Y EQL	IIPMENT	MISC	TOTAL	0	0		MODIFIED LOAD	0	0	0
	WRIST:	L	11.0	0.0		0.0	<u> </u>	11.0	CURREN	T LOAD	LIGHT	И м	EDIUM 🗖	HEAV	/Y 🔲

		SPEL	LS PER	RDAY					BLO	ODLINES & PATRONS					SPELLS P	ER DAY		
CLASS		Alche	mist		LEVEL	10		BLOODLINE/PA	TRON	Extracts		CL	.ASS				LEVE	L
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN	_	BLOODLINE/PA	TRON				SAVE DC	LEVEL	TOTAL CLA	ABILITY SS BONUS	MISC	SPELLS KNOWN
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19	2nd	6	4	2	i	Ħ	i	DOMAIN				F		2nd		$\exists \vdash \exists$		i l I
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21	_ 4th	2	1	1		닏	ļ	SUBD	OMAIN	N .		L		4th	<u> </u> -	_		
	5th	Ш	Щ	1		Щ		DOMAIN				L		5th				
	6th			1				<u> </u>				L		6th				
	7th			1				2080	OMAIN					7th				
	8th						1	V	VIZA	RD SPECIALITY SCHOOL		ı		8th				
	9th	一	一		im	一	i	SPECIALITY						9th				i lli
CLOSE:		MEDIU	M: [LONG:			FOCI	USED			CLO	SE:		MEDIUM:		LONG	
25FT + FT / 2 LVL	50	100ft 10ft /	+ LVL 20	0	400FT + 40FT / LVL	800)	PROHIB	F			25FT / 2	T + 2 LVL	25	100FT + 10FT / LVL	100	400FT / L	400
SPELL	TOTAL	CLAS	2 VRIFI	тү отн	ER CUR	KENT POINT	15	PROHIB	F			S	PELL	O TOTAL	CLASS	ABILITY OTHE	R C	JRRENT POINTS
POINTS	U	_						PROFILE	L			P	OINTS	U	_		_ _	
LEVEL PR	REP USED						NAM	E & DESCRIPTION		SPELLS	schoo		DII	RATION	RANGE	SAVE	SR	REFERENCE
		Bomb	s (APC	G-27)														
		- usal	ole x =	lvl +Int	Mod =	17 time	es/	day										
		- prim	ary da	mage t	o targe	t of x =	5d(6 + Int Mod f	fire da	amage								
		- spla	sh dam	nage in	5' radiu	s of mir	in da	am, reflex sa	ve ha	alves DC = 10+lvl/2+IntMod								
				4.1				4	. ,	ADO 07)								
								sess 1 at a ti	ime (<i>i</i>	APG-27)								
						& -2 In	nt, v	Vis or Cha										
				0 minu		fort co		or nauscatad	for 1	hour, DC = 10+lvl/2+lntMod								
										thing, swim 15 (ARG-191)								
		_								nanency spell, base move 20								
		uie aii	припого	us muta	gen was	s illaue	pen	manent with a	а реш	latiency spell, base filove 20								
		Extra	cts (1 n	nin to p	repare) - List (of p	ossible extra	acts c	on APG-32 et al.								
						,				lchemist-formula-list-filter								
1		Cure	Light V	Vounds	- Cure	s 1d8 d	dam	nage + 1/leve	el (ma	ax +5).	Conjura	tion	in	stant	close	will	yes	PCR-
1		Enlar	ge Per	son - H	lumano	id creat	ture	e doubles in	size.		Transmu	tation	1 n	nin/IvI	close	fort	yes	PCR-
1		Crafte	er's For	tune -	Subject	gains ·	+5	on next Craf	ft che	ck.	Transmu	tation	1 c	lay/lvl	personal	will	yes	APG-213
1		_							sh bu	it double Int Mod damage	Transmu	tation	1 r	nd/lvl	personal	none	no	UC-246
1								omes 30 ft.			Transmu	_		nin/IvI	personal	none	no	APG-250
1										ent for any ranged weapon	Transmu			nin/lvl	personal	none	no	UC-236
1									en wl	hen you take some actions.	Illusio		1 r	nin/IvI	personal	will	no	UC-231
1						next att					divinat				personal	none	no	PCR-
1		Vocal	Altera	tion - D	Disguise	target'	t's v	oice.			transmut	ation	1 n	nin/lvl	close	fort	yes	UM-248

		SPELLS						
2	PREP	Alchemical Allocation - Gain potion's benefits without consuming it.	SCHOOL	DURATION	RANGE	SAVE	SR	APG
2		Certain Grip - +4 competence bonus on Acrobatics and Climb checks and to CMD.						UC
2		Fire Breath - Exhale 3 cones of flame at will, first 4d6 dam, then 2d6, then 1d6	evocation	1 rnd/lvl	15'	reflex,1/2	ves	PCR
2		Bear's Endurance - Subject gains +4 to Con for 1 min./level.	transmutation	1 min/lvl	touch	will	yes	PCR
2		Bull's Strength - Subject gains +4 to Str for 1 min./level.	transmutation	1 min/lvl	touch	will	yes	PCR
2		Cat's Grace - Subject gains +4 to Dex for 1 min./level.	transmutation	1 min/lvl	touch	will	-	PCR
2				1 min/lvl		will	yes	PCR
\vdash		Eagle's Splendor - Subject gains +4 to Cha for 1 min./level.	transmutation		touch		yes	
2		Fox's Cunning - Subject gains +4 to Int for 1 min./level.	transmutation	1 min/lvl	touch	will	yes	PCR
2		Owl's Wisdom - Subject gains +4 to Wis for 1 min./level.	transmutation	1 min/lvl	touch	will	yes	PCR
2		Ghostly Disguise - You look like a ghost of yourself.	illusion	10 min/lvl	personal	none	no	UM
2		Invisibility - subject is invisible for 1 min./level or until it attacks.	illusion	1 min/lvl	touch	will	yes	PCR
2		Vomit Swarm - Produces a spider swarm that fights for you.	conjuration	1 rnd/lvl	personal	none	no	APG
3		Absorb Toxicity - immune to diseases and toxins, absorb one, and then spread it to others.						UC
3		Absorbing Touch - Caster absorbs an item for 1 day/level.	transmutation	1 day/lvl	touch	fort	no	APG
3		Amplify Elixir - Empowers or extends the effects of any potion or elixir. APG	transmutation	1 rnd/lvl	personal	none	no	APG
3		Delay Poison, Communal - As delay poison, but you may divide the duration among creatures touched.	conjuration	1 hr/lvl	touch	fort	yes	UC
3		Fly - Subject flies at speed of 60 ft.	transmutation	1 min/lvl	touch	will	yes	PCR
3		Remove Curse - Frees object or person from curse.	Abjuration	instant	touch	will	yes	PCR
3		Water Breathing - Subjects can breathe underwater.	transmutation	2 hr/lvl	touch	will	yes	PCR
3		Water Breathing - Subjects can breathe underwater.	transmutation	2 111/101	touch	VVIII	yes	FOR
4		Detonate - inflicts 1d8/level energy damage to all creatures within 15 ft.	evocation	instant	30'	reflex,1/2	yes	APG
4		Dragon's Breath - Gives you a dragon's breath weapon.	evocation	instant	30/60'	reflex,1/2	yes	APG
4		Invisibility, Greater - As invisibility, but subject can attack and stay invisible.	illusion	1 min/lvl	touch	will	yes	PCR
4		Neutralize Poison - Immunizes subject against poison, detoxifies venom in or on subject.	conjuration	instant	touch	will	yes	PCR
4		Stoneskin - Grants DR 10/adamantine.	abjuration	10 min/lvl	touch	will	yes	PCR
4		Touch of Slime - Touch infests a target with green slime, 1d3 Con dam/rnd	conjuration	instant	touch	fort	yes	UM
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