

Kjemiker
 CHARACTER: **Derro** **Small** **Male**
 RACE & LA: **Small** **Male**
 AGE: **33** **Lawful Neutral** **Drannvgit, the The Debt Minder**
 ALIGNMENT: **Lawful Neutral** **DEITY**
 LANGUAGES: **Aklo, Common, Duergar, Undercommon, Drow, Goblin**

Hebeloma
 PLAYER: **3'6"** **53 lbs** **White** **Gray** **Blue**
 HEIGHT: **3'6"** **53 lbs** **White** **Gray** **Blue**
 WEIGHT: **53 lbs** **White** **Gray** **Blue**
 HAIR: **White** **Gray** **Blue**
 EYES: **Gray** **Blue**
 SKIN: **Blue**
 HOMELAND & BACKGROUND OCCUPATION: **Alkenstar City**



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	10	0	10			
DEX	18	4	16	2		
CON	10	0	10			
INT	18	4	18			
WIS	10	0	12	-2		
CHA	16	3	14	2		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
9	8	1	Gun Chemist (Alchemist)	0	8	1	2	2	0	1
NONLETHAL HP DAM										
TEMPORARY HP										
TOTAL HP	9	FAVORED CLASS	Alchemist	TOTALS	0	8	1	2	2	0

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	18	-10+	3	0	4	1				
TOUCH	15	-10+			4	1				
FLAT-FOOT	14	-10+	3	0	0	1				

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	2	2	0			
REF	6	2	4			
WILL	0	0	0			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	1	0		0	1	
RANGED	5	0		4	1	
CMB	3	0	INT	4	1	-2
CMD	13	-10+	BOB	0	4	-2



SKILLS						RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC	8
<input type="checkbox"/> ACROBATICS *	DEX 3		4			
<input checked="" type="checkbox"/> APPRAISE	INT 4		4			
<input type="checkbox"/> BLUFF	CHA 3		3			
<input type="checkbox"/> CLIMB *	STR -1		0			
<input checked="" type="checkbox"/> CRAFT: (alchemy)	INT 8	1	4	3		
<input type="checkbox"/> DIPLOMACY	CHA 3		3			
<input checked="" type="checkbox"/> DISABLE DEVICE *	DEX 7	1	4	3		
<input type="checkbox"/> DISGUISE	CHA 3		3			
<input type="checkbox"/> ESCAPE ARTIST *	DEX 3		4			
<input checked="" type="checkbox"/> FLY *	DEX 3		4			
<input type="checkbox"/> HANDLE ANIMAL	CHA		3			
<input checked="" type="checkbox"/> HEAL	WIS 0		0			
<input type="checkbox"/> INTIMIDATE	CHA 3		3			
<input checked="" type="checkbox"/> KN: arcana	INT 8	1	4	3		
<input checked="" type="checkbox"/> KN: nature	INT 8	1	4	3		
<input checked="" type="checkbox"/> KN: Craft (firearms)	INT 8	1	4	3		
<input type="checkbox"/> KN:	INT		4			
<input type="checkbox"/> KN:	INT		4			
<input type="checkbox"/> KN:	INT		4			
<input type="checkbox"/> LINGUISTICS	INT		4			
<input checked="" type="checkbox"/> PERCEPTION	WIS 6	1	0	3	2	
<input type="checkbox"/> PERFORM:	CHA 3		3			
<input checked="" type="checkbox"/> PROF:	WIS 4		0			
<input type="checkbox"/> RIDE *	DEX 3		4			
<input type="checkbox"/> SENSE MOTIVE	WIS 0		0			
<input checked="" type="checkbox"/> SLEIGHT OF HAND *	DEX		4			
<input checked="" type="checkbox"/> SPELLCRAFT	INT 8	1	4	3		
<input type="checkbox"/> STEALTH *	DEX 7		4		4	
<input checked="" type="checkbox"/> SURVIVAL	WIS 0		0			
<input type="checkbox"/> SWIM *	STR -1		0			
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA 7	1	3	3		
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	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: **Derro (Humanoid) (ARC 48)** Class: **Alchemist HD: d8 ; skills: 4 + Int Mod**
 Small: **+1 AC, Attack, -1 CMB, -1 CMD, +4 Stealth** Archetype: **Gun Chemist (People of the Wastes 11)**
 Darkvision 60'; Light Sensitivity: **blinded 1 rnd then dazzled** Weapon Prof: **All simple weapons, firearms & bombs**
 Keen Senses: **+2 Perception** Armor Prof: **Light Armor & No Shields**
 Spell-like (ghost sound; 1/day) Gunsmithing: **create, maintain and arm firearms**
 Poison Use: **Never accidentally poison self** Alchemy: **Extracts, Mutagens, & bombs (via firearm)**
 Proficient: **aklyses, light repeating crossbows & fauchards**
 Madness: **Delusion: Believes he is a polymorphed Purple Worm**
 Immunity to **Confusion & Insanity; Use Cha for Will Save**
 Point Blank = **+1 attack w/in 30'**

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR studded leather	3	5	-1	15	Lt	20.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
pistol	+5+1+1	1d8	20,x4	20	B,P	4.0	bomb damage can be added
dagger (melee)	+1	1d4	19-20,x2		S	1.0	

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS				
%	ITEM	QTY / USES	WGT N/A	WEIGHT
	pistol			
	firearm maintenance kit			
	ammunition & blackpowder			
	dagger			
	alchemist's kit			
	alchemist's formula book			
	studded leather			

EQUIPMENT & MAGIC ITEMS				
%	ITEM	QTY / USES	WGT N/A	WEIGHT
	sighting goggles +1 attack to firearms			

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			

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
25.0	0.0	0.0		25.0

TREASURE CARRIED		
%	TREASURE	WEIGHT

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
33	67	100		100	200	500
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD			LIGHT <input checked="" type="checkbox"/> MEDIUM <input type="checkbox"/> HEAVY <input type="checkbox"/>			

ORIGINAL CREATED BY BILL BARNES (WWW.NECEROS.COM). MODIFIED BY DAN BRINK. THIS PRODUCT LICENSED BY CREATIVE COMMONS LICENSE (HTTP://CREATIVECOMMONS.ORG/LICENSES/BY-NC-SA/3.0). PATHFINDER AND ITS LOGO ARE COPYRIGHTED PAIZO PUBLISHING LLC.

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text"/>	<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text" value="15"/>	<input type="text" value="1st"/>	<input type="text" value="2"/>	<input type="text" value="1"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="2nd"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="3rd"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="4th"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="5th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="6th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="7th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="8th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="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"/>	<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="1st"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="2nd"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="3rd"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="4th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="5th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="6th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="7th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="8th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="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 - delivered via firearm						
			add'l 1d6+IntMod fire damage (lvl+IntMod=5 bombs/day)			20'			
			Mutagens +2 Natural AC; +4 Str, Dex or Con; -2 Int, Wis or Cha		10 min/lvl				
			Extracts						
1			Cure Light Wounds - Cures 1d8 damage + 1/level (max +5).	Conjuration					
1			Enlarge Person - Humanoid creature doubles in size.	Transmutation					
1			Reduce Person - Humanoid creature halves in size.	Transmutation					
1			True Strike - +20 on your next attack roll.	Divination					
1			Shield - Invisible disc gives +4 to AC, blocks magic missiles.	Abjuration					
1			Disguise Self - Changes your appearance.	Illusion					