

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

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



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	20	5	16	2	2	
CON	10	0	10			
INT	18	4	18			
WIS	10	0	12	-2		
CHA	16	3	14	2		

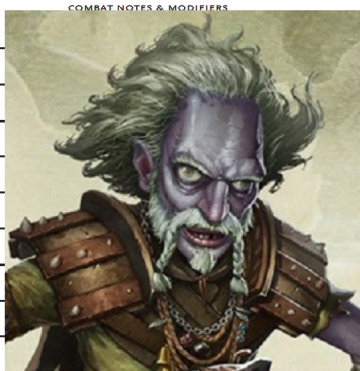
HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
37	32	5	Gun Chemist (Alchemist)	4	40	5	5	5	2	5			
TOTAL HP			37	FAVORED CLASS	Alchemist	TOTALS	4	40	5	5	5	2	5

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	20	-10+	4	0	5	1				
TOUCH	16	-10+			5	1				
FLAT-FOOT	15	-10+	4	0	0	1				

SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS	DEX 4		5		
* APPRAISE	INT 4		4		
* BLUFF	CHA 3		3		
* CLIMB	STR -1		0		
* CRAFT: (alchemy)	INT 12	5	4	3	
* DIPLOMACY	CHA 3		3		
* DISABLE DEVICE	DEX 12	5	5	3	
* DISGUISE	CHA 3		3		
* ESCAPE ARTIST	DEX 4		5		
* FLY	DEX 4		5		
* HANDLE ANIMAL	CHA		3		
* HEAL	WIS 0		0		
* INTIMIDATE	CHA 3		3		
* KN: arcana	INT 12	5	4	3	
* KN: nature	INT 12	5	4	3	
* KN: Craft (firearms)	INT 12	5	4	3	
* KN:	INT		4		
* KN:	INT		4		
* KN:	INT		4		
* LINGUISTICS	INT		4		
* PERCEPTION	WIS 10	5	0	3	2
* PERFORM:	CHA 3		3		
* PROF:	WIS 4		0		
* RIDE	DEX 4		5		
* SENSE MOTIVE	WIS 0		0		
* SLEIGHT OF HAND	DEX		5		
* SPELLCRAFT	INT 12	5	4	3	
* STEALTH	DEX 8		5		4
* SURVIVAL	WIS 0		0		
* SWIM	STR -1		0		
* USE MAGIC DEVICE	CHA 11	5	3	3	
* STR					
* STR					
* STR					
* STR					
* STR					
* STR					



SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	5	5	0			
REF	10	5	5			
WILL	2	2	0			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	5	4		0	1	
RANGED	10	4		5	1	
CMB	7	4	INT	4	1	-2
CMD	18	-10+	B4B	0	5	-2

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 Poison resistance +4; Poison Use: No accidental poisoning
 Madness: Delusion: Believes he is a polymorphed Purple Worm Swift Alchemy - 1/2 time to make alchemical items, poison as move action
 Immunity to Confusion & Insanity; Use Cha for Will Save

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		15,000 / 23,000
SLOW <input type="checkbox"/>	MEDIUM <input checked="" type="checkbox"/>	FAST <input type="checkbox"/>
SPEED	20	
INIT	5	5 DEX MOD +
HERO		
SR		DR
RESISTANCES		
POOL POINTS		

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR studded leather +1	4	5	-1	15	Lt	20.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
pistol +1 w/ sighting goggles +1	+10+1+1+1	1d8+1	20,x4	20	B,P	4.0	bomb damage can be added
dagger (melee)	+5	1d4	19-20,x2		S	1.0	

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="15"/>	1st	<input type="text" value="5"/>	<input type="text" value="4"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text" value="16"/>	2nd	<input type="text" value="3"/>	<input type="text" value="2"/>	<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"/>	<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"/>

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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 3d6+IntMod fire damage (lv+IntMod=9 bombs/day)			20'			
			Explosive Bombs - splash 10' & 1d6 fire damage/rnd until extinguished						
			Frost Bomb - deal cold damage with bombs						
			Precise Bombs - choose which squares take splash damage						
			Smoke Bombs - as fog cloud, 20' radius, 10 min/lvl						
			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					
2			Bear's Endurance - Subject gains +4 to Con for 1 min./level.	Transmutation					
2			Bull's Strength - Subject gains +4 to Str for 1 min./level.	Transmutation					
2			Cat's Grace - Subject gains +4 to Dex for 1 min./level.	Transmutation					
2			Cure Moderate Wounds - Cures 2d8 damage + 1/level (max +10).	Conjuration					
2			Eagle's Splendor - Subject gains +4 to Cha for 1 min./leve	Transmutation					
2			Fox's Cunning - Subject gains +4 to Int for 1 min./level.	Transmutation					
2			Invisibility - Subject is invisible for 1 min./level or until it attacks.	Illusion					
2			Levitate - Subject moves up and down at your direction.	Transmutation					
2			Owl's Wisdom - Subject gains +4 to Wis for 1 min./level.	Transmutation					
2			Restoration, Lesser - Dispels magical ability penalty or repairs 1d4 ability damage.	Conjuration					