

Kjemiker
 CHARACTER: **Derro** Small Male
 RACE & LA: **Small** SIZE **Male** GENDER
 AGE: **33** ALIGNMENT: **Lawful Neutral** DEITY: **Drangvit, the The Debt Minder**
 Hebeloma
 PLAYER: **3'6"** **53 lbs** **White** **Gray** **Blue**
 HEIGHT WEIGHT HAIR EYES SKIN
Alkenstar City
 HOMELAND & BACKGROUND OCCUPATION
 LANGUAGES: **Aklo, Common, Duergar, Undercommon, Drow, Goblin, Giant**



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	20	5	18		2	
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
72	62	10	Gun Chemist (Alchemist)	7	83	10	7	7	3	10
NONLETHAL HP DAM										
TEMPORARY HP										
TOTAL HP	72	FAVORED CLASS	Alchemist	TOTALS	7	83	10	7	7	3

ABILITY SCORE & RACIAL NOTES

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	22	-10+	6	0	5	1				
TOUCH	16	-10+			5	1				
FLAT-FOOT	17	-10+	6	0	0	1				

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	7	7	0			
REF	12	7	5			
WILL	3	3	0			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	8	7		0	1	
RANGED	13	7		5	1	
CMB	11	7	INT	5	1	-2
CMD	21	-10+	B7B	0	5	-2

second attack @ +2 BAB

SKILLS						RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC		83
<input type="checkbox"/> ACROBATICS	DEX	4	5			
<input checked="" type="checkbox"/> APPRAISE	INT	9	1	5	3	
<input type="checkbox"/> BLUFF	CHA	3		3		
<input type="checkbox"/> CLIMB	STR	-1		0		
<input checked="" type="checkbox"/> CRAFT: (alchemy)	INT	18	10	5	3	
<input type="checkbox"/> DIPLOMACY	CHA	3		3		
<input checked="" type="checkbox"/> DISABLE DEVICE	DEX	17	10	5	3	
<input type="checkbox"/> DISGUISE	CHA	3		3		
<input type="checkbox"/> ESCAPE ARTIST	DEX	4		5		
<input checked="" type="checkbox"/> FLY	DEX	8	1	5	3	
<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	18	10	5	3	
<input checked="" type="checkbox"/> KN: nature	INT	18	10	5	3	
<input checked="" type="checkbox"/> KN: Craft (firearms)	INT	18	10	5	3	
<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	15	10	0	3	2
<input type="checkbox"/> PERFORM:	CHA	3		3		
<input checked="" type="checkbox"/> PROF:	WIS			0		
<input type="checkbox"/> RIDE	DEX	4		5		
<input type="checkbox"/> SENSE MOTIVE	WIS	0		0		
<input checked="" type="checkbox"/> SLEIGHT OF HAND	DEX	8	1	5	3	
<input checked="" type="checkbox"/> SPELLCRAFT	INT	18	10	5	3	
<input type="checkbox"/> STEALTH	DEX	8		5		4
<input checked="" type="checkbox"/> SURVIVAL	WIS	0		0		
<input type="checkbox"/> SWIM	STR	-1		0		
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	16	10	3	3	
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

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 Immunity; Swift 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 Rapid Reload - Reload as move action
 Vital Strike - double damage of firearm

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR studded leather +3	6	5	-1	15	Lt	20.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
pistol +3 w/ sighting goggles +2	+13+3+2+1	1d8+3	20,x4	20	B,P	4.0	bomb damage can be added
dagger (melee)	+8	1d4	19-20,x2		S	1.0	

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 **105,000 / 155,000**

SPEED	BASE	FLY	SWIM	CLIMB	MISC
20	20				

INIT **5** = **5** DEX MOD + MISC MOD

HERO

SR **DR**

RESISTANCES

POOL POINTS

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="7"/>	<input type="text" value="5"/>	<input type="text" value="2"/>	<input type="text"/>	<input type="text"/>
<input type="text" value="17"/>	2nd	<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="18"/>	3rd	<input type="text" value="4"/>	<input type="text" value="3"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text" value="19"/>	4th	<input type="text" value="2"/>	<input type="text" value="1"/>	<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 - delivered via firearm						
			add'l 5d6+IntMod fire damage (lv+IntMod=10 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						
			Dispelling Bomb - bomb casts dispel magic instead of damage						
			Ectoplasmic Bomb - bomb affects incorporeal foes						
			Plague Bomb* - bomb casts contagion						
			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					
			Mutagens +2 Natural AC; +4 Str, Dex or Con; -2 Int, Wis or Cha		10 min/lvl				
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					

