Kjemiker Hebeloma Blue Derro Small Male 3'6" 53 lbs White Gray GENDER EYES SIZE RACE & LA HEIGHT WEIGHT HAIR 33 Lawful Neutral Alkenstar City
HOMELAND & BACKGROUND OCCUPATION Dranngvit, the The Debt Minder



Aklo, Common, Duergar, Undercommon, Drov	w, Goblin, Giant				Orig	inal by Neceros	. Modified	d by abell	lius@yal	noo.com.			
LANGUAGES:		re							-,				
ABILITY SCORE TOTAL MOD BASE ENHANCE MISC TEM	P HITPOINT		HD	CL	ASS NAME	.ASS RE	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
STR 10 0 10		62 ′	10 Gu	ın Chem	nist (Alche	emist)	7	83	10	7	7	3	10
DEX 20 5 16 2 2	□ 72												
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CHA 16 3 14 2	TOTAL HI	72	CLASS	Alchen	nist	TOTALS	7	83	10	7	7	3	10
ABILITY SCORE &	CONDITIONS	& MISCELLANEOUS TRAC	KING					SKIL		ANKS A		RANKS TOTAL	83 MISC
RACIAL NOTES					∗ □ Аскова	TICS +	D		4		5	I I	
ATTACK ARMOR CLASS TOTAL ARMOR SHIELD DEX SIZ	S & DEFENSE ZE DODGE NATURAL DEFLECT	MISC TEMP			★ APPRAIS	E		_	9	1	5	3	
AC 22 =10+ 6 0 5 1		TEMP	ARMOR CHECK	-1	*□ BLUFF *□ CLIMB •			_	3		3		
			PENALTY MAXIMUM		*☑ CRAFT:	(alchemy)		_	_	10	5	3	
TOUCH 16 = 10+ 5 1	<u> </u>		DEX	5	*□ DIPLOM			_	3		3		
FLAT-FOOT 17 =10+ 6 0 0 1			SPELL FAILURE	15%	DISABLE ★□ DISGUIS		CI	_	3	10	5	3	
	AND DESCRIPTION OF THE PERSON	OMBAT NOTES & MODIF		A CONTRACT	*☐ DISGUIS			_	4		5		
SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE MI	sc TEMP second attack	@ +2 BAB			* ☑ FLY •			_	8	1	5	3	
FORT 7 7 0		Committee	de Comment	4	HANDLE	ANIMAL	CI	_	_		3		
REF 12 7 5		9	ON C	M	*☑ HEAL *□ INTIMIC	ATE		_	0		3		
					✓ KN: arca			_	_	10	5	3	
WILL 3 3 0				5	✓ KN: nati			_	_	10	5	3	
ATTACKS TOTAL BASE ATTACK BONUS TEMP ABILITY SIZ	ZE MISC	AN C			✓ Kn: Cra	ft (firearms)		NT 1	8	10	5	3	
MELEE 8 7 0 1			400		☐ KN:			NT			5		
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CMB 11 7 INT 5 1	l -2				* Percept *□ Perfor		CI	_	3	10	3	3	2
CMD 21 =10+ B/B DODE & STA & 15x	-2	No.			☑ Prof:		W	VIS			0		
ZT =10+ DENCELL DEX					*□ RIDE •			_	4		5		
FFATS	& FEATURES				SENSE N	OF HAND •		_	0 8	1	5	3	
CLASS FEATURES, RACIAL TRA	AITS, FEATS, AND CHARACTER FEATURES				✓ Spellcr			_	_	10	5	3	
Race: Derro (Humanoid) (ARC 48)	Class: Alchemist HD	: d8 ; skills: 4	+ Int Mod		* STEALTH			_	8		5		4
Small: +1 AC, Attack, -1 CMB, -1 CMD, +4 Stealth	Archetype: Gun Cher	nist (People of	f the Wast	tes 11)	* ■ SURVIVA	\L		_	0	_	0		
Darkvision 60'; Light Sensitivity: blinded 1 rnd then dazzle	ed Weapon Prof: All sim	ole weapons, f	irearms &	bombs		GIC DEVICE	CI	_	_	10	3	3	
Keen Senses: +2 Perception	Armor Prof: Light Arr	nor & No Shie	lds				STR						
Spell-like (ghost sound; 1/day)	Gunsmithing: create,			rms			STR STR	\perp	_	\rightarrow	_		
Poison Use: Never accidentally poison self	Alchemy: Extracts, M						STR	-	_				
			IIIDS (VIA II	ileaiiii)			STR						
Proficient: aklyses, light repeating crossbows & fauchard					U DE L	SUOTE STATE	STR	100 200				TD4::-	
Madness: Delusion: Believes he is a polymorphed Purple Wor	Swift Alchemy - 1/2 time to ma	ke alchemical items	, poison as mo	ove action	MARK A 🔟 TO	SHOW A CLASS	SKILL. CL.	NED	ARMOR	RANKS G	PENALTY	APPLIES	BONUS.
Immunity to Confusion & Insanity; Use Cha for Will Sav	ve Rapid Reload - Reloa	d as move ac	tion			PERIENCE	_{.sт} 🛮 🗍	10	05,00	0 /	1:	55,00	00
	Vital Strike - double d	amage of firea	arm					BASE	FLY	sv	/ім	CLIMB	MISC
					SPEE	D		20					
					INI	!	5	= [5	DEX MOD	+		MISC MOD
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	_				HER								
					SR			DR					
	Point Blank = +1 atta	ck w/in 30'			RESIST	ANCES							
	C W/FADONG						Т						
ARMOR ARMOR NAME & DESCRIPTION	& WEAPONS AC BONUS M	AX DEX PENALTY SPEL	L FAIL TYPE	WEIGHT	POOL P	OINTS _							
ARMOR studded leather +3	6	5 -1 1	5 Lt	20.0									
SHIELD													
			_										
WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAG		CRITICA			WEIGH	$\overline{}$	mb d		0 & NOTE		ططء -ا
pistol +3 w/ sighting goggles +2	+13+3+2+1	1d8+		20,x4		B,P	4.0	_	IIID d	amag	e can	be a	uded
dagger (melee)	+8	1d4		19-20,	X7	S	1.0						

	FEATS & SPECIAL ABILITIE	S								FEAT	'S &	SPECL	AL ARI	LITIES			
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×	EQUIPMENT & MAGIC ITEM	IS	QTY / USES	WGT N/A	WEIGHT	8	€		E	QUII	РМ Е Ем	ENT & I	MAGIC	ITEMS	QTY / USES	WGT N/A	WEIGHT
L	pistol +3					↓ L	sighti	ing g	oggles +2 a	ttack	to f	irearms	3				
L	firearm maintenance kit					IJ L											
L	ammunition & blackpowder					J L											
L	dagger					IJĻ											
L	alchemist's kit	_				╛┟										<u> </u>	
L	alchemist's formula book					┨┞											
L	studded leather +3					╛┟											
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	HEAD:	L	GOLD					\perp									<u> </u>
н	EADBAND:	L	SILVER					\perp									
Ĺ	NECK:	(OPPER					\perp					LC	DADS &	LIFT		
Ĺ	RING:	L		<u> </u>		<u></u>				LC	SHT DAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	GROUND	DRAG & PUSH
Ĺ	RING:		ARMOR &				EIGHT		T0=1	\vdash	33	67	100	44	100	200	500
SH	OULDERS:		VEAPONS	CURRENC	Y EQI	JIPMENT	MISC	c	TOTAL		0	0		MODIFIE LOAD	0	0	0
Ĺ	WRIST:	L	25.0	0.0		0.0			25.0	cur	RRENT	LOAD	LIGH	. Z	MEDIUM 🗖	HEA	vy 🗆

			SPELLS PER DAY BLOODLINES & PATRONS			SPELLS PER DAY	
CLA	ss		Alchemist LEVEL 10 BLOODLINE/PATRON		LASS		LEVEL
			ABILITY SPELLS BLOODLINE/PATRON			ABILITY	SPELLS
SAV	E DC	LEVEL	TOTAL CLASS BONUS MISC KNOWN		SAVE DC LEVEL	TOTAL CLASS BONUS	MISC KNOWN
			DOMAINS				
=	=	1st	7 5 2 DOMAIN		1st		
	7 2	2nd	5 4 1 subdomain		2nd [
_ 1	8 :	3rd	4 3 1 DOMAIN		3rd		
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	\neg	5th	SUBDOMAIN		5th		
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H	= `	Bth			8th		
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	!	9th	SPECIALITY		9th		
CLOSE: 25FT + 5FT / 2 LV	50		MEDIUM: 100FT + 100FT + 40FT + 40FT / IVIL 800	2.	LOSE: 5FT + / 2 LVL 25	MEDIUM: 100ft + 10ft / LVL 100	LONG: 400FT + 40FT / LVL 400
3.1722		TOTAL	CLASS ABILITY OTHER CURRENT POINTS		TOTAL	CLASS ABILITY OTHER	
SPE		0	PROHIBITED		SPELL 0		
			SPELLS				
LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE SAVE	SR REFERENCE
			Bombs - delivered via firearm add'l 5d6+IntMod fire damage (IvI+IntMod=10 bombs/day)			20'	
			Explosive Bombs - splash 10' & 1d6 fire damage/rnd until extinguished			20	
			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		
1			Reduce Person - Humanoid creature halves in size.	Transmutation	1		
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	1		
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	1		
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	1		
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	1		
2			Restoration, Lesser - Dispels magical ability penalty or repairs 1d4 ability damage.	Conjuration			

			SPELLS						
LEVEL 3	PREP	USED	NAME & DESCRIPTION Beast Shape I - You take the form and some of the powers of a Small or Medium animal.	school Transmutation	DURATION	RANGE	SAVE	SR	REFERENCE
3			Cure Serious Wounds - Cures 3d8 damage + 1/level (max +15).	Conjuration					
3			Fly - Subject flies at speed of 60 ft.	Transmutation					
3			Gaseous Form - Subject becomes insubstantial and can fly slowly.	Transmutation					
3				Transmutation					
<u> </u>			Remove Blindness/Deafness - Cures normal or magical blindness or deafness.						
3			Remove Curse - Frees object or person from curse.	Abjuration					
<u> </u>			Remove Disease - Cures all diseases affecting subject.	Transmutation					
3			Tongues - Speak and understand any language.	Divination					
⊢									
4			Paget Change II. Volutake the form and some of the neurons of a Tiny or Large enimal	Transmutation					
			Beast Shape II - You take the form and some of the powers of a Tiny or Large animal.						
4			Cure Critical Wounds - Cures 4d8 damage + 1/level (max +20).	Conjuration Transmutation					
4			Elemental Body I - Turns you into a Small elemental.	Illusion					
⊢			Invisibility, Greater - As invisibility, but subject can attack and stay invisible.						
4			Neutralize Poison - Immunizes subject against poison, detoxifies venom in or on subject.	Abjuration					
4			Stoneskin - Grants DR 10/adamantine.	Abjuration					
4			Universal Formula - Acts as any extract 3rd level or lower.	Transmutation					
4			Vermin Shape I - Take the form and some of the powers of a Small or Medium vermin.	Transmutation					
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