Lut Goblin Male 2'11" 35 lbs green small black red RACE & LA SIZE GENDER HEIGH. WEIGHT HAIR EYES Lamashtu via Zogmugot (ISG-189) 13 Storvall Plateau, Varisia, Golarion (ISWG-197) Chaotic Evil Goblin, Orc, Gnoll, Giant, Common Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012 **HITPOINTS CLASS RECORDER** ARILITY SCORE 11 0 13 -2 **STR** 10 1 **Alchemist** 0 8 2 2 0 21 5 17 4 DEX 2 14 CON 14 NONLETHAI INT 18 4 18 11 0 11 WIS 0 8 0 2 2 0 TOTAL HP 10 **Alchemist TOTALS** 0 12 -2 10 **CHA** ABILITY SCORE 8 RACIAL NOTES ⋆□ ACROBATICS ◆ DE) 5 5 **ATTACKS & DEFENSE** APPRAISE INT 8 4 3 BLUFF СНА 0 0 20 0 5 AC =10+ ⋆□ CLIMB ◆ STR 0 0 CRAFT: alchemy 10 4 3 5 1 MAXIMUM TOUCH 16 5 =10+ **□** DIPLOMACY 0 CHA 0 ☑ DISABLE DEVICE ◆ DEX 5 SPELI 15 0 0 1 20% LAT-FOOT **-10**+ FAILURE ∗□ Disguise CHA 0 0 ★□ ESCAPE ARTIST ◆ DEX 5 5 DEX 5 5 AVING THROWS CLASS BASE ABILITY ☐ HANDLE ANIMAL 2 CHA 0 4 2 **FORT** HEAL WIS 0 0 7 2 5 СНА 0 REF 0 ☑ KN: arcana INT 4 WILL 0 0 0 ☑ KN: nature 4 INT ☐ KN: INT 4 ATTACKS BASE ATTACK BONUS ☐ KN: INT 4 MELEE 0 1 1 0 ☐ Kn: INT 4 ☐ KN: INT 4 RANGED 6 0 5 1 ■ LINGUISTICS INT 4 ⋆
✓ PERCEPTION WIS 4 0 3 **CMB** 6 0 DEX 5 1 ⋆ PERFORM: СНА 0 0 ☐ Prof: WIS 0 CMD 16 BOB 0 -10₊ ∗□ Ride • DEX 5 9 E SENSE MOTIVE 0 0 **FEATS & FEATURES** ✓ SLEIGHT OF HAND • DEX 9 5 3 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES ✓ SPELLCRAFT INT 4 8 3 Race: Goblin (humanoid; goblinoid) (ARG-114) Improved Critical - bombs - double critical range ⋆□ STEALTH ◆ DEX 9 5 **∗** Survival WIS 4 0 3 darkvision 60' Burn! Burn! - +1d4 fire to alchemical & non-magical fire attacks ÷□ Swiм • STF 0 0 Goblin Skilled: +4 ride & Junk Tinker: +2 Craft - +4 reflex saves vs fire ✓ Use Magic Device СНА 4 0 3 STR Alchemist (APG-26) HD: d8, skills 4 +Int Mod STR Archetype Alchemist (ARG-117) STR STR Favored Class Reward DR 1/Ivl Fire STR Weapon Prof: Simple Weapons, bombs, torches, dogslicer, horsechopper STR Armor Prof: Light Armor, no shields Alchemy: use craft (alchemy) +lvl to id potions EXPERIENCE 0 2,000 bombs, mutagen & extracts (see each below) BASE SWIM CLIMB 30 **SPEED** Throw Anything: add +Int Mod + IvI splash fire damage to bombs, extracts DEX MOD MISC Brew Potion (Ex) - brew potion w/ known formula INIT **HERO** SR DR Fire 1 **RESISTANCES POOL POINTS** goblin chain shirt 5 0 20 Lt 10.0 WEAPON NAME & DESCRIPTION ATTACK MODIFIERS DAMAGE CRITICAL RANGE AMMO & NOTES TYPE WEIGHT

1d6 + Int Mod +lvl+1d4 fire

1d4

1d4

19-20,x2

19-20,x2

19-20,x2

20

10

S

Р

1.0

also splash damage

+6

+1

+6

bombs

dagger

dogslicer

	FEATS & SPECIAL ABILITIES					F	EATS 8	SPECI/	AL ABII	LITIES				
bo	mbs (Int Mod +lvl = 5 bombs/day) range: 20'	USES/DAY	USED	l _{mi}	utagens (1 hr to craft,	1 dose	_	e), dura	tion: 10	min/lvl	USES/DAY	USED	
	mage: x=1d6 + Int Mod +IvI fire +1d4 (Burn! Burn! E			_		AC, +4 Str, De								
	lash damage x=1 + Int Mod +IvI fire			H		, ,			,					
	<u></u>				\vdash									
					\vdash									
					\vdash									
					\vdash									
					\vdash									
					\vdash									
					\vdash									
¥	EQUIPMENT & MAGIC ITEMS	WGT N/A	WEIGHT	*		E	QUIPMENT & MAGIC ITEMS OTY / USES					WGT N/A	WEIGHT	
		QTY / USES										,	,	
	goblin chain shirt				L									
	alchemist's kit				L									
	dogslicer													
	daggers (4)				L									
					L									
					\perp									
					\vdash									
					\vdash									
					\vdash									
					\vdash									
					\vdash									
					\vdash									
					\vdash									
					\vdash									
					\vdash									
					\vdash									
					\vdash									
					\vdash									
					\vdash									-
				-	\vdash									
					\vdash									
					\vdash									
	WORN MAGIC ITEM EQUIPMENT EQUIPMENT SLOTS FOR MAGIC ITEMS	#		-	ONTAINE		BAGS & CO	NTAIN		LUME (WEIGH	HT LIMIT/NOTE			WEIGHT
	BELT:	56			ONTAINE	, K			*0	LOME/ WEIGH	11 EIMIT/NOT	:3		WEIGHT
	BODY:													
	CHEST:													
	EYES:													
	FEET:		CARRIE	CURR							SURE C	ARRIED		
HANDS: PLATINUM					CARRIED	WGT N/A	STORED	#			TREASURE			WEIGHT
	HEAD:	GOLD												
HEADBAND: SILVER														
NECK: COPPER					LOADS & LIFT									
	RING:							LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD		LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
	RING:	AD:107.2	C	ARRIED	WE	IGHT		38	77	115	Ш	115	230	575
SH	OULDERS:	ARMOR & WEAPONS	CURRENC	Y EQUIPI	MENT	MISC	TOTAL	0	0		MODIFIED LOAD	0	0	0
	WRIST:	11.0	0.0	0.	00		11.0	CURREN	T LOAD	LIGHT	И мг	EDIUM 🗖	HEA)	vy 🗆

	SPELLS PER DAY								BLOODLINES & PATRONS						SPELLS PER DAY							
CLASS	s		Alche	emist		LEVEL	_ 1		BLOODLINE/PATRO	NC			СГ	ASS					LEVE	L	1	
SAVE D		LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN	_	BLOODLINE/PATRO	ON _]	SAVE DC	LEVEL	TOTAL	CLAS	ABILITY S BONUS	MISC	SPELLS KNOWN		
	ٔ آ	0						1					_ [0							
15	Ħ,	ıst	2	1	1			i			DOMAINS		ļ		ıst					i		
	╡	2nd	一		1			í	DOMAIN				ļ ř		2nd		H	╗		卌		
\vdash	=	- 1	一		1		╠	1	SUBDON	1AIN			╛		. !		\vdash			1		
\vdash	=	grd	=				╠	1	DOMAIN] ¦		3rd		\vdash	╣	_	 		
	=	4th			1				SUBDON	MAIN			j		4th					-		
	= 1	5th	_		<u> </u>	<u> </u>	<u> </u>		DOMAIN				i !		5th		_	_	느	<u> </u>		
	_ ∙	5th					<u> </u>]	SUBDON				╡ <u>L</u>		6th			_	<u></u>	Щ		
	7	7th							50550.	L			' L		7th							
	_ {	Bth]	WI	ZARI	D SPECIALITY SCHOOL	L			8th							
	_ •	9th]	SPECIALITY] [9th							
CLOSE: 25FT +	25	٦ Ì	MEDIL 100FT	лм: Г+ 11	0	LONG: 400FT +	440		FOCUSE	ad			CLO 25F	т+	25	MEDIU 100F	лм: Г	100	LONG: 400FT+	400	-	
FT / 2 LVL 10 10FT / LVL 110 40FT / LVL 110 10FT /							PROHIBITE	ED			5FT / 1	Z LVL L	TOTAL	10FT /	LVL	BILITY OTHE	40FT / LV	JERENT POINTS				
SPEL		0							PROHIBITE	ED				PELL								
											SPELLS											
LEVEL 1	PREP	USED	Bomb	ner's Fv	/e - Ind	creases	s throw		e & description eapon range b	v 10'		Transm			rnd/IvI	perso		none	sr no	REFERENCE APG		
1									on next Craft o		Transm			day/lvl	clo		will	yes	APG	-		
1			_						e doubles in si	•	Transm			min/lvl	close		fort	yes	PCR	_		
1									eed increases l) ft.	Transm	utation		min/lvl personal		_	none	no	PCR	_	
1			Identify - Gives +10 bonus to identify magic items.									Divination		3 ו)'	none	no	PCR		
1			Polypurpose Panacea - Gain a relaxing or entertaining effect.									Transmutation		V	varies		onal	none	no	UM		
1			Targeted Bomb Admixture - double Int Mod damage to bombs but no splash								bombs but no splash	Transmutation 1		1	rnd/lvl	personal		none	no	UC		
																					_	
																					_	
																					_	
																					_	
																					_	
																					_	
																					-	
																					_	
																					_	
																					_	
																					_	
																			-		_	
																			-		_	
																			+		_	
																					_	
																					-	
																					-	
																					_	
																					_	
																					_	
																					_	