

**Lut**

CHARACTER			PLAYER					
Goblin	small	Male	2'11"	35 lbs	black	red	green	
RACE & LA	SIZE	GENDER	HEIGHT	WEIGHT	HAIR	EYES	SKIN	
13	Chaotic Evil	Lamashtu via Zogmogot (ISG-189)	Storvall Plateau, Varisia, Golarion (ISWG-197)				HOMELAND & BACKGROUND OCCUPATION	
AGE	ALIGNMENT	DEITY						
LANGUAGES: Goblin, Orc, Gnoll, Giant, Common								



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	11	0	13	-2		
<b>DEX</b>	21	5	17	4		
<b>CON</b>	14	2	14			
<b>INT</b>	18	4	18			
<b>WIS</b>	11	0	11			
<b>CHA</b>	10	0	12	-2		

HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
10	10	1	Alchemist	0	8		2	2	0	1			
TOTAL HP			10	FAVORED CLASS	Alchemist	TOTALS	0	8	0	2	2	0	1

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

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

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	8
<input type="checkbox"/> Acrobatics	DEX	5	5		
<input checked="" type="checkbox"/> Appraise	INT	8	1	4	3
<input type="checkbox"/> Bluff	CHA	0		0	
<input type="checkbox"/> Climb	STR	0		0	
<input checked="" type="checkbox"/> Craft: alchemy	INT	10	1	4	3
<input type="checkbox"/> Diplomacy	CHA	0		0	
<input checked="" type="checkbox"/> Disable Device	DEX			5	
<input type="checkbox"/> Disguise	CHA	0		0	
<input type="checkbox"/> Escape Artist	DEX	5		5	
<input checked="" type="checkbox"/> Fly	DEX	5		5	
<input type="checkbox"/> Handle Animal	CHA			0	
<input checked="" type="checkbox"/> Heal	WIS	0		0	
<input type="checkbox"/> Intimidate	CHA	0		0	
<input checked="" type="checkbox"/> KN: arcana	INT	8	1	4	3
<input checked="" type="checkbox"/> KN: nature	INT			4	
<input type="checkbox"/> KN:	INT			4	
<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	4	1	0	3
<input checked="" type="checkbox"/> Perform	CHA	0		0	
<input type="checkbox"/> Prof:	WIS			0	
<input type="checkbox"/> Ride	DEX	9		5	4
<input type="checkbox"/> Sense Motive	WIS	0		0	
<input checked="" type="checkbox"/> Sleight of Hand	DEX	9	1	5	3
<input checked="" type="checkbox"/> Spellcraft	INT	8	1	4	3
<input type="checkbox"/> Stealth	DEX	9		5	4
<input checked="" type="checkbox"/> Survival	WIS	4	1	0	3
<input type="checkbox"/> Swim	STR	0		0	
<input checked="" type="checkbox"/> Use Magic Device	CHA	4	1	0	3
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				

SAVING THROWS						
FORT	REF	WILL	CLASS BASE	ABILITY	ENHANCE	MISC
4	7	0	2	2		
			2	5		
			0	0		



ATTACKS						
MELEE	RANGED	CMB	CMD	BASE ATTACK BONUS	TEMP	ABILITY
1	6	6	16	0		0
				0		5
				0		DEX
				0		5

**FEATS & FEATURES**

Race: Goblin (humanoid; goblinoid) (ARG-114) Improved Critical - bombs - double critical range

darkvision 60' Burn! Burn! Burn! - +1d4 fire to alchemical & non-magical fire attacks

Goblin Skilled: +4 ride & Junk Tinker: +2 Craft - +4 reflex saves vs fire

Alchemist (APG-26) HD: d8, skills 4 +Int Mod

Archetype Alchemist (ARG-117)

Favored Class Reward DR 1/lvl Fire

Weapon Prof: Simple Weapons, bombs, torches, dogslicer, horsechopper

Armor Prof: Light Armor, no shields

Alchemy: use craft (alchemy) +lvl to id potions

bombs, mutagen & extracts (see each below)

Throw Anything : add +Int Mod + lvl splash fire damage to bombs, extracts

Brew Potion (Ex) - brew potion w/ known formula

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  0 / 2,000

SPEED	INIT	HERO	SR	DR	RESISTANCES	POOL POINTS
30	5			Fire 1		

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
armor goblin chain shirt	4	5	0	20	Lt	10.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bombs	+6	1d6 + Int Mod +lvl+1d4 fire	19-20,x2	20			also splash damage
dogslicer	+1	1d4	19-20,x2		S	1.0	
dagger	+6	1d4	19-20,x2	10	P		



