

Metallásontai

CHARACTER
Elf Alchemist Medium Male
 RACE & LA SIZE GENDER
 79 Neutral Haagenti (ISG-320) Alchemy
 AGE ALIGNMENT DEITY

Joseph .T. Keffer

PLAYER
 6' 0" 124 Light Brown Blue Light
 HEIGHT WEIGHT HAIR EYES SKIN
 Lepidstadt, Ustalav
 HOMETOWN & BACKGROUND OCCUPATION



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

LANGUAGES: Elven, Sylvan, Common, Draconic, Goblin and Gnome

| ABILITY SCORE | TOTAL | MOD | BASE | ENHANCE | MISC | TEMP |
|---------------|-------|-----|------|---------|------|------|
| STR | 13 | 1 | 13 | | | |
| DEX | 21 | 5 | 17 | 2 | 2 | |
| CON | 15 | 2 | 17 | -2 | | |
| INT | 22 | 6 | 18 | 2 | 2 | |
| WIS | 16 | 3 | 16 | | | |
| CHA | 14 | 2 | 12 | | 2 | |

HITPOINTS

| | | |
|------------------|-----------|---------------|
| CURRENT HP | HP GAINED | HD |
| 53 | 53 | 6 |
| NONLETHAL HP DAM | | |
| TEMPORARY HP | | |
| TOTAL HP | 53 | FAVORED CLASS |

CLASS RECORDER

| CLASS NAME | BAB | SKILL | FC HPS | FORT | REF | WILL | LEVELS |
|---------------|-----|-------|--------|------|-----|------|--------|
| Alchemist | 4 | 60 | | 5 | 5 | 2 | 6 |
| TOTALS | 4 | 60 | 0 | 5 | 5 | 2 | 6 |

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

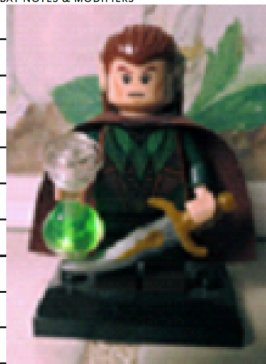
ATTACKS & DEFENSE

| ARMOR CLASS | TOTAL | ARMOR | SHIELD | DEX | SIZE | DODGE | NATURAL | DEFLECT | MISC | TEMP |
|------------------|-------|-------|--------|-----|------|-------|---------|---------|------|------|
| AC | 22 | -10+ | 6 | 0 | 4 | | | | 2 | |
| TOUCH | 14 | -10+ | | | 4 | | | | | |
| FLAT-FOOT | 16 | -10+ | 6 | 0 | 0 | | | | | |

ARMOR CHECK PENALTY **0**
 MAXIMUM DEX **4**
 SPELL FAILURE **0%**

| SAVING THROWS | TOTAL | CLASS BASE | ABILITY | ENHANCE | MISC | TEMP |
|---------------|-------|------------|---------|---------|------|------|
| FORT | 8 | 5 | 2 | | 1 | |
| REF | 11 | 5 | 5 | | 1 | |
| WILL | 6 | 2 | 3 | | 1 | |

| ATTACKS | TOTAL | BASE ATTACK BONUS | TEMP | ABILITY | SIZE | MISC |
|---------------|-------|-------------------|------|---------|------|------|
| MELEE | 5 | 4 | | 1 | | |
| RANGED | 9 | 4 | | 5 | | |
| CMB | 9 | 4 | DEX | 5 | | |
| CMD | 20 | -10+ | B4B | 0 | 6 | |



FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

| | |
|--|---|
| Race: Elf, Lowlight vision | Throw anything (Ex) (PCR-135) +1 splash attack |
| Elven magic +2 CL to overcome spell resistance | Discovery (Su) (APG-28) |
| Weapon prof: short & long bows, longsword | Alchemy (Su) (APG-26) |
| Weapon prof: simple weapons and bombs | Bomb (Su) (APG-28) CL+Int Mod/day 3d6 + 5 Fire damage |
| Armor prof: light armor, no shield | Brew potion (Ex) (PCR-119) |
| Extra Bombs + 2 bombs/day (APG-159) | Mutagen (Su) (APG-28) 10 min/lvl +2 AC, +4/-2 abil |
| Class Alchemist HD d8, skills 4+Int Mod (APG-26) | Poison Resistance (Ex) +4 |
| extracts 3 1st, 1 2nd lvl | Poison Use (Ex) no accidental poisoning |
| Swift Alchemy (Ex) (APG-31) | Feral Mutagen gain 2 claw (1d6) & 1 bite (1d8) attack (APG-30) |
| Extra Discovery (APG-160) x2 | Acid bomb bombs do additional 1d6 dam one rnd later (APG-29) |
| Swift Poisoning (APG) | Explosive bombs 10' splash +1d6 fire dam until put out (APG-30) |
| | Dispelling bomb - bomb dispels magic in double radius (APG-30) |
| | Ectoplasmic Bomb - harms incorporeal & reveals undead |

SKILLS

| SKILL | TOTAL | RANKS | ABILITY | TRAINED | MISC |
|---------------------|-------|-------|---------|---------|------|
| * ACROBATICS * | 5 | | 5 | | |
| * APPRAISE | 12 | 3 | 6 | 3 | |
| * BLUFF | 2 | | 2 | | |
| * CLIMB * | 1 | | 1 | | |
| * CRAFT: Alchemy | 15 | 6 | 6 | 3 | |
| * DIPLOMACY | 2 | | 2 | | |
| * DISABLE DEVICE * | 14 | 6 | 5 | 3 | |
| * DISGUISE | 2 | | 2 | | |
| * ESCAPE ARTIST * | 5 | | 5 | | |
| * FLY * | 12 | 4 | 5 | 3 | |
| * HANDLE ANIMAL | | | 2 | | |
| * HEAL | 8 | 2 | 3 | 3 | |
| * INTIMIDATE | 2 | | 2 | | |
| * KN: Arcana | 15 | 6 | 6 | 3 | |
| * KN: Nature | 12 | 3 | 6 | 3 | |
| * KN: Engineering | 10 | 1 | 6 | 3 | |
| * KN: | | | 6 | | |
| * KN: | | | 6 | | |
| * KN: | | | 6 | | |
| * LINGUISTICS | | | 6 | | |
| * PERCEPTION | 14 | 6 | 3 | 3 | 2 |
| * PERFORM: | 2 | | 2 | | |
| * PROF: Engineer | 8 | 2 | 3 | 3 | |
| * RIDE * | 5 | | 5 | | |
| * SENSE MOTIVE | 3 | | 3 | | |
| * SLEIGHT OF HAND * | 14 | 6 | 5 | 3 | |
| * SPELLCRAFT | 16 | 5 | 6 | 3 | 2 |
| * STEALTH * | 5 | | 5 | | |
| * SURVIVAL | 10 | 4 | 3 | 3 | |
| * SWIM * | 1 | | 1 | | |
| * USE MAGIC DEVICE | 11 | 6 | 2 | 3 | |
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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 **23,000 / 35,000**

| SPEED | BASE | FLY | SWIM | CLIMB | MISC |
|--------------------|--------|-----|------|---------|------------|
| 30 | | | | | |
| INIT | 5 | = | 5 | DEX MOD | + MISC MOD |
| HERO | | | | | |
| SR | | | | | |
| DR | | | | | |
| RESISTANCES | fire 5 | | | | |
| POOL POINTS | | | | | |

ARMOR & WEAPONS

| ARMOR NAME & DESCRIPTION | AC BONUS | MAX DEX | PENALTY | SPELL FAIL | TYPE | WEIGHT |
|--|----------|---------|---------|------------|------|--------|
| ARMOR Elven Bombadier's Chain Shirt +2 | 6 | 4 | | | | 5.0 |
| SHIELD | | | | | | |

| WEAPON NAME & DESCRIPTION | ATTACK MODIFIERS | DAMAGE | CRITICAL | RANGE | TYPE | WEIGHT | AMMO & NOTES |
|------------------------------|------------------|-------------|------------|-------|------|--------|--------------|
| long sword of elemental fire | +5+2 | 1d8+2d6+1+1 | x2 (19-20) | | S | 4.0 | |
| | | | | | | | |
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| | | | | | | | |

SPELLS PER DAY

CLASS LEVEL

BLOODLINES & PATRONS

BLOODLINE/PATRON
 BLOODLINE/PATRON

SPELLS PER DAY

CLASS LEVEL

| SAVE DC | LEVEL | TOTAL | CLASS | ABILITY BONUS | MISC | SPELLS KNOWN |
|---------|-------|-------|-------|---------------|------|--------------|
| | 0 | | | | | |
| 17 | 1st | 6 | 4 | 2 | | |
| 18 | 2nd | 5 | 3 | 2 | | |
| 19 | 3rd | | | 1 | | |
| 20 | 4th | | | 1 | | |
| | 5th | | | 1 | | |
| | 6th | | | 1 | | |
| | 7th | | | | | |
| | 8th | | | | | |
| | 9th | | | | | |

DOMAINS

DOMAIN
 SUBDOMAIN
 DOMAIN
 SUBDOMAIN
 DOMAIN
 SUBDOMAIN

| SAVE DC | LEVEL | TOTAL | CLASS | ABILITY BONUS | MISC | SPELLS KNOWN |
|---------|-------|-------|-------|---------------|------|--------------|
| | 0 | | | | | |
| | 1st | | | | | |
| | 2nd | | | | | |
| | 3rd | | | | | |
| | 4th | | | | | |
| | 5th | | | | | |
| | 6th | | | | | |
| | 7th | | | | | |
| | 8th | | | | | |
| | 9th | | | | | |

WIZARD SPECIALITY SCHOOL

SPECIALITY
 FOCUSED
 PROHIBITED
 PROHIBITED

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL CLASS ABILITY OTHER CURRENT POINTS
SPELL POINTS

TOTAL CLASS ABILITY OTHER CURRENT POINTS
SPELL POINTS

SPELLS

| LEVEL | PREP | USED | NAME & DESCRIPTION | SCHOOL | DURATION | RANGE | SAVE | SR | REFERENCE |
|-------|------|------|--|---------------|------------|----------|------|-----|-----------|
| | | | Bombs (CL+Int Mod+2=12/day) 3d6 + 6 fire dam | Alchemy | | 20' | - | - | APG-28 |
| | | | Acid Bomb additional 1d6 damage one round later | Alchemy | | 20' | | | APG-29 |
| | | | Explosive bomb (10' splash radius) + 1d6 fire dam/rnd until extinguished | Alchemy | | 20' | | | APG-30 |
| | | | Dispelling bomb - bomb dispels magic in double radius | Alchemy | | 20' | | | APG-30 |
| | | | Ectoplasmic Bomb - harms incorporeal & reveals undead | Alchemy | | 20' | | | USH |
| | | | Mutagen (Su) +2 AC, +4/-2 abil | Alchemy | 10 min/lvl | personal | | | APG-28 |
| | | | Feral Mutagen gain 2 claw (1d6) & 1 bite (1d8) attack , +2 Intimidate | Alchemy | | | | | APG-30 |
| | | | | | | | | | |
| | | | Extracts | | | | | | |
| | | 1 | Bomber's Eye (increase bomb range +10', +1 to hit) | Transmutation | 1 rnd/lvl | personal | - | - | APG-206 |
| | | 1 | Touch of the Sea (grow webbed fingers/feet) swim move 30', +8 swim | Transmutation | 1 min/lvl | touch | Fort | Yes | APG-250 |
| | | 1 | Crafter's fortune (+5 bonus on all crafting checks) | Transmutation | 1 day/lvl | close | Will | Yes | APG-2123 |
| | | 1 | Stone Fist (stone fist 1d6) | Transmutation | 1 min/lvl | personal | - | - | APG-247 |
| | | 1 | True Strike (+20 on next attack) | Divination | instant | personal | - | - | PCR-363 |
| | | 1 | Identify +10 spellcraft to identify magic items | Divination | 3 rnd/lvl | 60' | none | no | PCR-299 |
| | | | | | | | | | |
| | | | | | | | | | |
| | | 2 | Elemental Touch (acid/cold/electric/fire) 1d6 dam + extra damage (see text) | Evocation | 1 rnd/lvl | personal | - | No | APG-218 |
| | | 2 | Fire Breath - 3 breaths 4d6, 2d6 then 1d6 damage (cone) save halves | Evocation | 1 rnd/lvl | 15' | Ref | Yes | APG-221 |
| | | 2 | Vomit Swarm (summon spider swarm from bestiary 258) | Conjuration | 1 rnd/lvl | personal | - | - | APG-254 |
| | | 2 | Transmute Potion to Poison - convert potion to poison, spit in face for damage | Trasnmutation | 1 min/lvl | personal | Fort | No | APG-250 |
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