Elf Alchemist

Male GENDER

6' 0" 124 WEIGHT HEIGHT

Light Brown HAIR

Light Blue EYES

RACE & LA	Neutral (E	vilish)	Haaq		GENDEI G-320) AI		Lepids	— weight		₹		EYES	SKI	N	-	19	AI	H	F	1	20	X	₹ ₽	3		
AGE	ALIGNMENT		DEITY		-		HOMELAND & BACKGROUND OCCUPATION									100 m	ROI	EP	LA	YIU	iG (DE /	O		
Elven, Sylvan, Common, Draconic, Goblin and Gnome														Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012												
ABILITY SO		MOD	BASE	ENHANCE	MISC	TEMP		CURRENT	TPOIN	ITS	HP GAINED	HD		CI	LASS NAM		SS RE	COR	DE:		PS FORT	REF	WILL	LEVELS		
STR	13	1	13					CORREIN			67	8			chem			6	81	8		6	2	8		
DEX	21	5	17	2	2			7!	5	Г																
CON	1 5	2	17	-2				′ `																		
INT	24	7	18	2	4		NONLETH HP DAM																			
		3	16				TEMPORA HP	RY																		
								1	TOTAL I	НР	75	FAVOR CLAS		Alcher	mist	T	OTALS	6	81	8	6	6	2	8		
CH/A		2	12	<u> </u>	2				SKILLS RANKS TOTAL 81																	
RACIAL															*□ ACROBATICS • DEX 5 5 5											
ARMOR CL	LASS TOTAL		ARMOR	SHIELD	ATT.	ACKS &	DEFE DODGE	NSE NATURAL	DEFLECT	MISC	ТЕМР				* 2 1 A F * □ 1 B L	PPRAISE			THA	14	4	7	3			
AC	22	- 10-	. 6	0	4					2		ARM	MOR CHECK PENALTY	0	∗□ Cı				STR	1		1				
TOUC	:H 14	1 = 10 =	. —		4			ĺ	$\overline{}$	一	ī	Ħ	MAXIMUM DEX	4		RAFT: Alch	•		INT	18	8	7	3			
FLAT-F		=		0]	,		\vdash	SPELL 00/					ISABLE DE		DEX	16	8	5	3				
FEAT-F	001 10] = 104	+							СОМВ	AT NOTES & M	MODIFIERS	FAILURE	0 70	_	ISGUISE SCAPE ART	TCT A		DEX	5		5				
SAVING TH	ROWS TOTAL	CLA	SS BASE	ABILITY	ENHANCE	MISC	TEMP	secon	d attac	k @	+1	-	50	A	* ☑ FL		131 *		DEX	13	5	5	3			
FOR	т 9		6	2		1								10		ANDLE AN	IIMAL		СНА	_	0	2	0			
REF	12		6	5		1						, F	9	1	. * ⊠ H *□ IN	EAL ITIMIDATE			WIS	9	3	2	3			
WIL		1-	2	3		1		——— 			ALC	10		40		N: Arcana			INT	18	8	7	3			
WIL	- 0					<u> </u>						- 1	114			N: Nature N: Engine	ering		INT	14 13	3	7	3			
ATTACK		BASE AT	TACK BONUS	ТЕМР	ABILITY	SIZE	MISC	1			- Ari				☐ Kr				INT			7				
MELI ATTACK MOI		<u> </u>	6	<u> </u>	1_1_						- (6)	•	MATE IN		. □ Kr □ Kr				INT			7				
RANG ATTACK MOI]	6		5						1	-				NGUISTIC	S		INT			7				
СМІ	в 11	6	DEX	X	5											ERCEPTION ERFORM:	1		WIS	16 2	8	3	3	2		
СМІ	22	=10	. В6в	DO DE 8	ST6.											ROF: Engir	neer		wis	9	3	3	3			
		10		DEICECT	DEX			l				8000		- Carlos Carlos	∗□ Ri	IDE •	TIVE		DEX WIS	5		5 3				
					FE/	ATS & I	FEATURES									EIGHT OF			DEX	16	8	5	3			
Race:	Elf, Lowlig	ht visic	n	CLASS F	EATURES, RAC	IAL TRAITS,) (PC	R-135)	+1 sn	lash at	tack	_	PELLCRAFT			INT	18	6	7	3	2		
	nagic +2 C			a enall	rocietan		Throw anything (Ex) (PCR-135) +1 splash attack Discovery (Su) (APG-28)									JRVIVAL			WIS	5 11	5	5 3	3			
	n prof: sh						Alchemy (Su) (APG-26									WIM +	D		STR	1		1				
<u> </u>	n prof: sim						Bomb (Su) (APG-28) CL+Int Mod/day 3d6 + 5 Fire damage									se Magic		STR [CHA V	13	8	2	3			
	•	•	•		11105		Brew potion (Ex) (PCR-119)											STR	===		\Box					
	orof: light ombs + 2				2)		Mutagen (Su) (APG-28) 10 min/lvl +2 AC, +4/-2 abil											STR STR	=-		-					
			, ,		,	26)	Poison Resistance (Ex) +6											STR	3							
	Alchemist F		SKIIIS 4	TITIL IVIC	u (APG	-20)										a □ to she		STR SKILL C		ILLS WIT	H RANKS (GAIN A +	3 TRAINED	D BONUS.		
	s 3 1st, 1 2		2.24\				Poison Use (Ex) no accidental poisoning								-	* SKILL	CAN BE USE	D UNTRA	AINED	* ARM	OR CHECK	PENALTY	APPLIES			
	Ichemy (Ex						Feral Mutagen gain 2 claw (1d6) & 1 bite (1d8) attack (APG-30)								- SLO	W MEDI	IENCE IUM 🗹 FA:	sт □		51,0			75,00			
	iscovery (60) X3				Acid bomb bombs do additional 1d6 dam one rnd later (APG-29)									PEED			30		LY S	WIM	CLIMB	MISC		
SWITT PO	oisoning (A	APG)					Explosive bombs 10' splash +1d6 fire dam until put out (APG-30) Dispelling bomb - bomb dispels magic in double radius (APG-30)								. —		-	=			DEX			MISC		
																INIT	5	믝	= [5	MOD	⁺ L		MOD		
								asmic B							·	HERO		ᆜ								
								se Bomb						je goes		SR			D	R						
Fast Bombs - throw 2 bombs per round												RES	RESISTANCES fire 5													
ARMOR & WEAPONS															POOL POINTS											
		ARMOR NA		AC BONUS MAX DEX PENALTY SPELL FAIL TYPE WEIGHT									1													
ARMOR EI	ven Bomba	dier's C	hain Sh	nirt +2					6	4	+			5.0	<u> </u>											
SHIELD																										
			& DESCRIPTI		ATTACK MODIFIERS DAMAGE CRITIC									RANGE	TYPE	WEIGI	$\overline{}$		АММ	10 & NOT	ES					
long sword of elemental fire							+7+2 1d8+2d6+1+1 x2 (19								-20)		S	4.0)							

	FEATS & SPECIAL ABILITIES				FEATS & SPECIAL ABILITIES										
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	EQUIPMENT & MAGIC ITEMS						E	QUII	ME	NT & I	MAGIC	ITEMS			
ж	Standard Adventurer's Kit	QTY / USES	WGT N/A	21.0	#	watch	of teleportation	יינ bac) ו	м k to	labora	torv)		QTY / USES	WGT N/A	WEIGHT
Н	Backpack				1	_	bag of potions)			
H	Bedroll				1	_	Beast Shape				J	'			
H	Flint & Steel				1	_	Heal (PCR-29			- /					
	Belt Pouch				┧┝╴	+	Haste (PCR-2								
\vdash	Rations				┧┝╴	_	Invisibility (PC		1)						
\vdash	Rope				┧┝╴	_	Fireball (PCR		*/				+		
\vdash	Sunrod torches				┧┝╴	_	Cloudkill (PCF)						
H	waterskin				┨┞	_	+2 dexterity	1 200	,						
	vials (1 ounce each)	100			┨┞		fey protection	+2 A(7 +1	1 Will/F	Ref/For	t			
H	Vidio (1 ounce each)	100			┨┞	inig or	TCY Protection	. 2 / (<u>, .</u>	. •••••	(0)/1 (0)				
H	poison potion - affect wisdom				┨┝	Fleme	ntal Weapon o	of Onc	nako						
H	Poison Polion - anect wisdom				┨╟		word of elemen								
H					┨┝	_	ack, +2d6 fire o								
H	+				┨╟	+2 CH		arriag	,,,						
H					┨┝		d chance reroll	in dis	auis	2/da	v				
H					┨╟	resist f		iii die	guis	oc Z/Ga	У				
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H					┨╟	_	30', duration					ei side,			
H					┨┝	-range	30 , duration	1 111111/	IVI, Z	uo uai	II/IIIu				
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						- swap	places								
	WORN MAGIC ITEM EQUIPMENT						BAGS & CO	ONTA	INE	RS					
	EQUIPMENT SLOTS FOR MAGIC ITEMS BELT:	#			CONTAINE	R		5 rub	oies	= 500 g		HT LIMIT/NO	TES		WEIGHT
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H	BODY:							1 go	ld ed	gg = 30	00 ap				1
L	CHEST:							_		000 gp					
_	EYES:			CUI	RRENC	Υ				31		SURE C	ARRIED		
L	FEET:	PLATINUM	CAR			WGT N/A	STORED	×				TREASURE			WEIGHT
\vdash		GOLD		0			20 150	-							+
\vdash	HEAD:	SILVER	1	U			32,150	H							-
Н	EADBAND:	COPPER						╽╙							
\vdash	NECK:	COPPER						LIG	нт Т	MEDIUM	L(DADS &	LIFT ABOVE	LIFT OFF	DRAG &
\vdash	RING:			CARRE				5	AD	LOAD	152		152	GROUND 304	760
<u> </u>	RING:	ARMOR &	CURREN	CARRIE	JIPMENT	MISC	TOTAL	11—	\rightarrow		132	MODIFIE		_	+
SH	OULDERS:	WEAPONS				WIISC	30.2	\prod		0		LOAD	1 0	0	0
	WRIST:	9.0	0.2	2	21.0		30.2	CUR	RENT	LOAD	LIGH	T (2) N	MEDIUM 🗖	HEA	VY 🔲
0.0	ICINAL CREATED BY BILL BARNES (WWW NECEDOS COM) MODIETED BY DAN BRIME THIS BRO	DUCT LICENSE	D BY CREATIV	/E COMMON!	S LICENSE /	ATTD://CDEAT	IVECOMMONS ORCHUCE	NCEC/BV-K	IC-S V /2	O) PATRICI	NDER AND	TS LOCO ARE	CORVIVIRITTEN	DAIZO DIIRU	SHING LLC

		SPELLS P	ER DAY				BLO	ODLINES & PATRONS				SPELL	S PE				
CLASS		Alchemis	t	LEVEL	. 8	BLOODLINE/P	PATRON		CI	ASS					LEVE	L	
SAVE DO	LEVEL	TOTAL CLAS	ABILITY S BONUS	MISC	SPELLS KNOWN	BLOODLINE/P	ATRON				SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
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	9th	一一				SPECIALITY				Ī		9th					ī
CLOSE:		MEDIUM: 100FT +		LONG: 400FT +		FOO	CUSED			CLO	SE:	<u> </u>	MEDIUM			LONG	
25FT + 5FT / 2 LVL	45	100FT + 10FT / LVL	180	400FT + 40FT / LVI	720) PROHI	F			25F 5FT /	T + 2 LVL	25	100FT - 10FT / LV	10	0	400FT / L	+ vL 400
SPELL	TOTAL	CLASS A	BILITY OTH	HER CUI	KENT POIN	PROHI	 -			S	PELL	O TOTAL	CLASS	ABILI	ту отне	R CI	URRENT POINTS
POINTS	U	_	L			PROHI	ВПЕВ				POINTS	U	_		_	_	
LEVEL P	REP USED					NAME & DESCRIPTION		SPELLS	schoo		DI	RATION	RANGI		SAVE	SR	REFERENCE
LEVEL	KEF USED	Bombs (C	L+Int Mo	od+2=17	7/day) 4	4d6 + 6 fire dar	n (Pred	cise & Fast)	Alchei		00	RATION	20'		-	-	APG-28
		Acid Boml	additio	nal 1d6	dama	ge one round la	ater		Alchei	my			20'				APG-29
		Explosive	bomb (1	0' splas	h radiu	ıs) + 1d6 fire da	am/rnd	until extinguished	Alchei	my			20'				APG-30
		Dispelling	bomb - I	bomb di	spels r	nagic in double	radius	3	Alchei	my			20'				APG-30
		Ectoplasm	nic Bomb	- harm	s incor	poreal & revea	ls unde	ead	Alchemy				20'				USH
		Mutagen (Su) +2 AC, +4/-2 abil								Alchemy			perso	nal			APG-28
		Feral Muta	agen gai	n 2 claw	/ (1d6)	& 1 bite (1d8)	attack ,	, +2 Intimidate	Alchemy								APG-30
		Extracts															
	1	Bomber's	Eye (inc	rease b	omb ra	nge +10', +1 to	hit)		Transmu	ation	1 r	nd/lvl	peron	sal	-	-	APG-206
	1	Touch of t	he Sea (grow w	ebbed	fingers/feet) sw	vim mo	ve 30', +8 swim	Transmu	tation	1 r	nin/lvl	touc	h	Fort	Yes	APG-250
	1	Crafter's fo	ortune (+	5 bonu	s on all	crafting check	s)		Transmu	tation	1 c	lay/lvl	clos	е	Will	Yes	APG-2123
	1	Stone Fist	(stone f	ist 1d6)					Transmu	tation	1 r	nin/lvl	perso	nal	-	-	APG-247
	1	True Strike	e (+20 oı	n next a	ttack)				Divinat	tion	in	stant	perso	nal	-	-	PCR-363
	1	Identify +1	0 spellc	raft to id	lentify ı	magic items			Divinat	tion	3 r	nd/lvl	60'		none	no	PCR-299
	2					•		tra damage (see text)	Evocat		1 r	nd/lvl	perso	_	-		APG-218
	2							ne) save halves	Evocat			nd/lvl	15'		Ref		APG-221
	2	+				varm from best			Conjura			nd/lvl	peror		-	_	APG-254
	2	Transmute	Potion	to Poiso	n - cor	nvert potion to p	ooison,	spit in face for damage	Trasnmutation 1 min/lvl			nin/lvl	perso	nal	Fort	No	APG-250
																	-
																	
			_														
	3						hit two	targets directly	Transmu								MaTT
	3	Fly - Subj	ect flies	at spee	d of 60	tt.			Transmu	tation							PCR
	1	1											4				