

**Metallásontai**

CHARACTER  
**Elf Alchemist** Medium Male  
 RACE & LA SIZE GENDER  
 79 Neutral (Evilish) Haagenti (ISG-320) Alchemy  
 AGE ALIGNMENT DEITY  
 LANGUAGES: Elven, Sylvan, Common, Draconic, Goblin and Gnome

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

| ABILITY SCORE | TOTAL | MOD | BASE | ENHANCE | MISC | TEMP |
|---------------|-------|-----|------|---------|------|------|
| <b>STR</b>    | 13    | 1   | 13   |         |      |      |
| <b>DEX</b>    | 21    | 5   | 17   | 2       | 2    |      |
| <b>CON</b>    | 15    | 2   | 17   | -2      |      |      |
| <b>INT</b>    | 24    | 7   | 18   | 2       | 4    |      |
| <b>WIS</b>    | 16    | 3   | 16   |         |      |      |
| <b>CHA</b>    | 14    | 2   | 12   |         | 2    |      |

| HITPOINTS  |           |    | CLASS RECORDER |               |           |        |      |     |      |        |   |   |   |
|------------|-----------|----|----------------|---------------|-----------|--------|------|-----|------|--------|---|---|---|
| CURRENT HP | HP GAINED | HD | CLASS NAME     | BAB           | SKILL     | FC HPS | FORT | REF | WILL | LEVELS |   |   |   |
| 75         | 67        | 8  | Alchemist      | 6             | 81        | 8      | 6    | 6   | 2    | 8      |   |   |   |
| TOTAL HP   |           |    | 75             | FAVORED CLASS | Alchemist | TOTALS | 6    | 81  | 8    | 6      | 6 | 2 | 8 |

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

| ATTACKS & DEFENSE |       |       |        |     |      |       |         |         |      |      |
|-------------------|-------|-------|--------|-----|------|-------|---------|---------|------|------|
| ARMOR CLASS       | TOTAL | ARMOR | SHIELD | DEX | SIZE | DODGE | NATURAL | DEFLECT | MISC | TEMP |
| <b>AC</b>         | 22    | -10+  | 6      | 0   | 4    |       |         |         | 2    |      |
| <b>TOUCH</b>      | 14    | -10+  |        |     | 4    |       |         |         |      |      |
| <b>FLAT-FOOT</b>  | 16    | -10+  | 6      | 0   | 0    |       |         |         |      |      |

| SKILLS   |       |         |         |      | RANKS TOTAL |
|--|-------|---------|---------|------|-------------|
| TOTAL  | RANKS | ABILITY | TRAINED | MISC | 81          |
| <input type="checkbox"/> ACROBATICS                  | DEX   | 5       | 5       |      |             |
| <input checked="" type="checkbox"/> APPRAISE         | INT   | 14      | 4       | 7    | 3           |
| <input type="checkbox"/> BLUFF                       | CHA   | 2       |         | 2    |             |
| <input type="checkbox"/> CLIMB                       | STR   | 1       |         | 1    |             |
| <input checked="" type="checkbox"/> CRAFT: Alchemy   | INT   | 18      | 8       | 7    | 3           |
| <input type="checkbox"/> DIPLOMACY                   | CHA   | 2       |         | 2    |             |
| <input checked="" type="checkbox"/> DISABLE DEVICE   | DEX   | 16      | 8       | 5    | 3           |
| <input type="checkbox"/> DISGUISE                    | CHA   | 2       |         | 2    |             |
| <input type="checkbox"/> ESCAPE ARTIST               | DEX   | 5       |         | 5    |             |
| <input checked="" type="checkbox"/> FLY              | DEX   | 13      | 5       | 5    | 3           |
| <input type="checkbox"/> HANDLE ANIMAL               | CHA   |         |         | 2    |             |
| <input checked="" type="checkbox"/> HEAL             | WIS   | 9       | 3       | 3    | 3           |
| <input type="checkbox"/> INTIMIDATE                  | CHA   | 2       |         | 2    |             |
| <input checked="" type="checkbox"/> KN: Arcana       | INT   | 18      | 8       | 7    | 3           |
| <input checked="" type="checkbox"/> KN: Nature       | INT   | 14      | 4       | 7    | 3           |
| <input checked="" type="checkbox"/> KN: Engineering  | INT   | 13      | 3       | 7    | 3           |
| <input type="checkbox"/> KN:                         | INT   |         |         | 7    |             |
| <input type="checkbox"/> KN:                         | INT   |         |         | 7    |             |
| <input type="checkbox"/> KN:                         | INT   |         |         | 7    |             |
| <input type="checkbox"/> LINGUISTICS                 | INT   |         |         | 7    |             |
| <input checked="" type="checkbox"/> PERCEPTION       | WIS   | 16      | 8       | 3    | 3           |
| <input type="checkbox"/> PERFORM                     | CHA   | 2       |         | 2    |             |
| <input checked="" type="checkbox"/> PROF: Engineer   | WIS   | 9       | 3       | 3    | 3           |
| <input type="checkbox"/> RIDE                        | DEX   | 5       |         | 5    |             |
| <input type="checkbox"/> SENSE MOTIVE                | WIS   | 3       |         | 3    |             |
| <input checked="" type="checkbox"/> SLEIGHT OF HAND  | DEX   | 16      | 8       | 5    | 3           |
| <input checked="" type="checkbox"/> SPELLCRAFT       | INT   | 18      | 6       | 7    | 3           |
| <input type="checkbox"/> STEALTH                     | DEX   | 5       |         | 5    |             |
| <input checked="" type="checkbox"/> SURVIVAL         | WIS   | 11      | 5       | 3    | 3           |
| <input type="checkbox"/> SWIM                        | STR   | 1       |         | 1    |             |
| <input checked="" type="checkbox"/> USE MAGIC DEVICE | CHA   | 13      | 8       | 2    | 3           |
| <input type="checkbox"/>                             | STR   |         |         |      |             |
| <input type="checkbox"/>                             | STR   |         |         |      |             |
| <input type="checkbox"/>                             | STR   |         |         |      |             |
| <input type="checkbox"/>                             | STR   |         |         |      |             |
| <input type="checkbox"/>                             | STR   |         |         |      |             |
| <input type="checkbox"/>                             | STR   |         |         |      |             |

| SAVING THROWS |            |         |         |      |      |
|---------------|------------|---------|---------|------|------|
| TOTAL         | CLASS BASE | ABILITY | ENHANCE | MISC | TEMP |
| <b>FORT</b>   | 9          | 6       | 2       |      | 1    |
| <b>REF</b>    | 12         | 6       | 5       |      | 1    |
| <b>WILL</b>   | 6          | 2       | 3       |      | 1    |

COMBAT NOTES & MODIFIERS

second attack @ +1

| ATTACKS       |                   |      |         |      |      |  |
|---------------|-------------------|------|---------|------|------|--|
| TOTAL         | BASE ATTACK BONUS | TEMP | ABILITY | SIZE | MISC |  |
| <b>MELEE</b>  | 7                 | 6    |         | 1    |      |  |
| <b>RANGED</b> | 11                | 6    |         | 5    |      |  |
| <b>CMB</b>    | 11                | 6    | DEX     | 5    |      |  |
| <b>CMD</b>    | 22                | -10+ | B6B     | 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) +6                                       |
| 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) x3                     | 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           |
|  | Precise Bombs - Choose where splash damage goes                 |
|  | Fast Bombs - throw 2 bombs per round                            |

**ARMOR & WEAPONS**

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

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  51,000 / 75,000

| SPEED | BASE | FLY | SWIM | CLIMB | MISC |
|-------|------|-----|------|-------|------|
| 30    |      |     |      |       |      |

INIT 5 = 5 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES fire 5

POOL POINTS

| WEAPON NAME & DESCRIPTION    | ATTACK MODIFIERS | DAMAGE      | CRITICAL   | RANGE | TYPE | WEIGHT | AMMO & NOTES |
|------------------------------|------------------|-------------|------------|-------|------|--------|--------------|
| long sword of elemental fire | +7+2             | 1d8+2d6+1+1 | x2 (19-20) |       | S    | 4.0    |              |



**SPELLS PER DAY**

CLASS  LEVEL

| SAVE DC                         | LEVEL      | TOTAL                          | CLASS                          | ABILITY BONUS                  | MISC                 | SPELLS KNOWN         |
|---------------------------------|------------|--------------------------------|--------------------------------|--------------------------------|----------------------|----------------------|
| <input type="text"/>            | <b>0</b>   | <input type="text"/>           | <input type="text"/>           | <input type="text"/>           | <input type="text"/> | <input type="text"/> |
| <input type="text" value="18"/> | <b>1st</b> | <input type="text" value="6"/> | <input type="text" value="4"/> | <input type="text" value="2"/> | <input type="text"/> | <input type="text"/> |
| <input type="text" value="19"/> | <b>2nd</b> | <input type="text" value="6"/> | <input type="text" value="4"/> | <input type="text" value="2"/> | <input type="text"/> | <input type="text"/> |
| <input type="text" value="20"/> | <b>3rd</b> | <input type="text" value="4"/> | <input type="text" value="2"/> | <input type="text" value="2"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/>            | <b>4th</b> | <input type="text"/>           | <input type="text"/>           | <input type="text" value="1"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/>            | <b>5th</b> | <input type="text"/>           | <input type="text"/>           | <input type="text" value="1"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/>            | <b>6th</b> | <input type="text"/>           | <input type="text"/>           | <input type="text" value="1"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/>            | <b>7th</b> | <input type="text"/>           | <input type="text"/>           | <input type="text" value="1"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/>            | <b>8th</b> | <input type="text"/>           | <input type="text"/>           | <input type="text"/>           | <input type="text"/> | <input type="text"/> |
| <input type="text"/>            | <b>9th</b> | <input type="text"/>           | <input type="text"/>           | <input type="text"/>           | <input type="text"/> | <input type="text"/> |

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

| TOTAL  | CLASS                | ABILITY              | OTHER                | CURRENT POINTS       |
|--|----------------------|----------------------|----------------------|----------------------|
| <b>SPELL POINTS</b> <input type="text" value="0"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

**BLOODLINES & PATRONS**

BLOODLINE/PATRON

BLOODLINE/PATRON

**DOMAINS**

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

**WIZARD SPECIALITY SCHOOL**

SPECIALITY

FOCUSED

PROHIBITED

PROHIBITED

**SPELLS PER DAY**

CLASS  LEVEL

| SAVE DC              | LEVEL      | TOTAL                | CLASS                | ABILITY BONUS        | MISC                 | SPELLS KNOWN         |
|----------------------|------------|----------------------|----------------------|----------------------|----------------------|----------------------|
| <input type="text"/> | <b>0</b>   | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <b>1st</b> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <b>2nd</b> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <b>3rd</b> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <b>4th</b> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <b>5th</b> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <b>6th</b> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <b>7th</b> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <b>8th</b> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <b>9th</b> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

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

| TOTAL  | CLASS                | ABILITY              | OTHER                | CURRENT POINTS       |
|--|----------------------|----------------------|----------------------|----------------------|
| <b>SPELL POINTS</b> <input type="text" value="0"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

**SPELLS**

| LEVEL | PREP | USED | NAME & DESCRIPTION   | SCHOOL        | DURATION   | RANGE    | SAVE | SR  | REFERENCE |
|-------|------|------|--|---------------|------------|----------|------|-----|-----------|
|       |      |      | Bombs (CL+Int Mod+2=17/day) 4d6 + 6 fire dam (Precise & Fast)                  | 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 | Transmutation | 1 min/lvl  | personal | Fort | No  | APG-250   |
|       |      |      |  |               |            |          |      |     |           |
|       |      |      |  |               |            |          |      |     |           |
|       |      | 3    | Bouncing Bomb Admixture - allow next bomb to hit two targets directly          | Transmutation |            |          |      |     | MaTT      |
|       |      | 3    | Fly - Subject flies at speed of 60 ft.   | Transmutation |            |          |      |     | PCR       |