

CHARACTER NAME	
Alchemist 3	
CLASS	
3	5000 / 9000
Character Level	EXP / NEXT LEVEL

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers +2 vs. poison
<b>FORTITUDE</b> (constitution)	+4	= +3	+ +1	+ +0	+ +0	+ +0	+ <div></div>	
<b>REFLEX</b> (dexterity)	+5	= +3	+ +2	+ +0	+ +0	+ +0	+ <div></div>	
<b>WILL</b> (wisdom)	+3	= +1	+ +2	+ +0	+ +0	+ +0	+ <div></div>	

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRIDE
<b>Offense</b>	+5	+5	+5	+5	+5	+5
<b>Defense</b>	17	17	17	17	17	17

Crossbow, Heavy				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	P	M	19-20/x2	5 ft.
Ammunition: Bolts (Crossbow/10)								
	30 ft.	120 ft.	240 ft.	360 ft.		480 ft.		
TH	+5	+4	+2	+0		-2		
Dam	1d10+1	1d10	1d10	1d10		1d10		
Special Properties								

\*: weapon is equipped  
**1H-P**: One handed, in primary hand. **1H-O**: One handed, in off hand. **2H**: Two handed. **2W-P-(OH)**: 2 weapons, primary hand (off hand weapon is heavy). **2W-P-(OL)**: 2 weapons, primary hand (off hand weapon is light). **2W-OH**: 2 weapons, off hand.

<b>Jaisaku</b>	
PLAYER NAME	
Human	Medium
RACE	SIZE
33	Female
AGE	GENDER

<b>BASE ATTACK</b> bonus	+2
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DEITY	None	Chaotic Neutral
5' 5"	155 lbs.	Normal
HEIGHT	WEIGHT	VISION
EYES	HAIR	POINTS

The diagram illustrates the calculation of a character's speed. It is divided into three main sections: SUBDUAL DAMAGE, DAMAGE REDUCTION, and SPEED. The SPEED section shows a sequence of boxes: 'Walk 30 ft.', 'MISS CHANCE', '15', '+0', and '0', with arrows indicating the flow of the calculation.

Bomb	
Uses per Day	□□□□□ □□□
<p><b>Bomb (Su):</b>You are adept at swiftly mixing various volatile chemicals and infusing them with their magical reserves to create powerful bombs that you can hurl at your enemies. You can use 8 bombs each day. Bombs are unstable, and if not used in the round they are created, they degrade and become inert - their method of creation prevents large volumes of explosive material from being created and stored. In order to create a bomb, you must use a small vial containing an ounce of liquid catalyst - you can create this liquid catalyst from small amounts of chemicals from an alchemy lab, and these supplies can be readily refilled in the same manner as a spellcaster's component pouch. Most alchemists create a number of catalyst vials at the start of the day equal to the total number of bombs they can create in that day - once created, a catalyst vial remains usable for years. Dividing the components of, creating, and throwing a bomb requires a standard action that provokes an attack of opportunity. Thrown bombs have a range of 20 feet and use the Throw Splash Weapon special attack. Bombs are considered weapons and can be selected using feats such as Point-Blank Shot and Weapon Focus. On a direct hit, your bomb inflicts 1d6+5 points of fire damage. Your bombs also inflict an additional 1d6 points of fire damage that is not multiplied on a critical hit or by using feats such as Vital Strike. Splash damage from an your bomb is always equal to the bomb's minimum damage (7). Those caught in the splash damage can attempt a DC 16 Reflex save for half damage. [Paizo Publishing LLC - Advanced Player's Guide, p.271]</p>	

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
<b>Whip +1</b> Bonus to disarm an enemy (pg. 144), Deals nonlethal damage (pg. 145), May be used to make trip attacks (pg.145)	Equipped	1	2.0	2301.0
<b>Studded Leather +1</b>	Equipped	1	20.0	1175.0
Alchemist's Kit	Equipped	1	5.0	25.0
Backpack 0 lbs.	Equipped	1	2.0	2.0
Formula Book (Spellbook (Wizard's/Blank))	Equipped	1	3.0	15.0
Loaded Dice, Superior	Equipped	1	0.0	50.0
Marked Cards	Equipped	1	1.0	1.0
<b>Potion of Cure Light Wounds</b> Cures 1d8+1 points of damage ☐	Equipped	1	0.0	50.0
<b>Potion of Mage Armor</b> +4 armor bonus to AC for 1 hour ☐	Equipped	1	0.0	50.0
<b>Rations (Trail/Per Day)</b> ☐☐☐☐☐	Equipped	5	1.0 (5.0)	0.5 (2.5)
Rope (Silk/50 ft.) 4 hp, DC 24 Strength check to burst	Equipped	1	5.0	10.0
Smoked Goggles	Equipped	1	0.0	10.0
Sunrod Bright Illumination: 30 ft., Duration: 6 hr., Shadowy Illumination: 60 ft. ☐☐	Equipped	2	1.0 (2.0)	2.0 (4.0)
Waterskin (Filled)	Equipped	1	4.0	1.0
Crossbow, Heavy 3 lbs., 3 Bolts, Crossbow (10)	Carried	1	8.0	50.0
<b>Bolts, Crossbow (10)</b> ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	Crossbow, Heavy	3	1.0 (3.0)	1.0 (3.0)
Mace, Light	Carried	1	4.0	5.0
Explorer's Outfit	Carried	1	8.0	0.0
TOTAL WEIGHT CARRIED/VALUE			72 lbs.	3754.5 gp

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

LANGUAGES	
Aquan, Common, Elven, Gnoll, Goblin, Orc	

Special Attacks	
<b>Bomb (Su)</b>	[Paizo Publishing LLC - Advanced Player's Guide, p.27]
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<b>Precise Bombs</b>	[Paizo Publishing LLC - Advanced Player's Guide]
Whenever the alchemist throws a bomb, he can select a number of squares equal to his Intelligence modifier that are not affected by the splash damage from his bombs. If the bomb misses, this discovery has no effect.	
<b>Throw Anything (Ex)</b>	[Paizo Publishing LLC - Advanced Player's Guide, p.27]
You gain the Throw Anything feat as a bonus feat. You add your Intelligence modifier to damage done with splash weapons, including the splash damage if any. This bonus damage is already included in the bomb class feature.	

Special Qualities	
<b>Alchemy (Su)</b>	[Paizo Publishing LLC - Advanced Player's Guide, p.26]
When using Craft (Alchemy) to create an alchemical item, you gains a +3 competence bonus on the Craft (alchemy) check. In addition, you can use Craft (Alchemy) to identify potions as if using Detect Magic. He must hold the potion for 1 round to make such a check.	
<b>Bonus Feat</b>	[Paizo Publishing - Core Rulebook, p.27]
Humans select one extra feat at 1st level.	
<b>Brew Potion (Ex)</b>	[Paizo Publishing LLC - Advanced Player's Guide, p.27]
You receive Brew Potion as a bonus feat. You can brew potions of any formulae you know (up to 3rd level), using your alchemist level as caster level. The spell must be one that can be made into a potion. You do not need to meet the prerequisites for this feat.	
<b>Heart of the Fields (Craft (Alchemy))</b>	[Paizo Publishing LLC - Advanced Player's Guide, p.23]
Humans born in rural areas are used to hard labor. They gain a bonus equal to half their character level to any one Craft or Profession skill, and once per day they may ignore an effect that would cause them to become fatigued or exhausted. This racial trait replaces the skilled racial trait.	
<b>Mutagen (Su)</b>	[Paizo Publishing LLC - Advanced Player's Guide, p.27]
You know how to create a mutagen that you can imbibe in order to heighten your physical prowess at the cost of your personality. It takes 1 hour to brew a dose of mutagen, and once brewed, it remains potent until used. You can only maintain one dose of mutagen at a time - if you brews a second dose, any existing mutagen becomes inert. A mutagen that is not in your possession becomes inert until an alchemist picks it up again. When you brew a mutagen, you select one physical ability score - either Strength, Dexterity, or Constitution. It's a standard action to drink a mutagen. Upon being imbibed, the mutagen causes you to grow bulkier and more bestial, granting you a +2 natural armor bonus and a +4 alchemical bonus to the selected ability score for 30 minutes. In addition, while the mutagen is in effect, you take a -2 penalty to one of your mental ability scores. If the mutagen enhances your Strength, it applies a penalty to your Intelligence. If it enhances your Dexterity, it applies a penalty to your Wisdom. If it enhances your Constitution, it applies a penalty to your Charisma. A non-alchemist who drinks a mutagen must make a DC 16 Fortitude save or become nauseated for 1 hour - a non-alchemist can never gain the benefit of a mutagen, but an alchemist can gain the effects of another alchemist's mutagen if he drinks it. (Although if the other alchemist creates a different mutagen, the effects of the "stolen" mutagen immediately cease.) The effects of a mutagen do not stack. Whenever an alchemist drinks a mutagen, the effects of any previous mutagen immediately end.	
<b>Poison Resistance (Ex)</b>	[Paizo Publishing LLC - Advanced Player's Guide, p.31]
You gain a +2 bonus on all saving throws against poison.	
<b>Poison Use (Ex)</b>	[Paizo Publishing LLC - Advanced Player's Guide, p.31]
You are trained in the use of poison and cannot accidentally poison yourself when applying poison to a weapon.	
<b>Swift Alchemy (Ex)</b>	[Paizo Publishing LLC - Advanced Player's Guide, p.31]
You can create alchemical items with astounding speed. It takes you half the normal amount of time to create alchemical items, and you can apply poison to a weapon as a move action.	

Feats	
<b>Exotic Weapon Proficiency (Whip)</b>	[Paizo Publishing - Core Rulebook, p.123]
You make attack rolls with the weapon normally.	
<b>Point-Blank Shot</b>	[Paizo Publishing - Core Rulebook, p.131]
You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.	
<b>Precise Shot</b>	[Paizo Publishing - Core Rulebook, p.131]
You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.	
<b>Armor Proficiency, Light</b>	[Paizo Publishing - Core Rulebook, p.118]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
<b>Brew Potion</b>	[Paizo Publishing - Core Rulebook, p.119]
You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures. Brewing a potion takes 2 hours if its base price is 250 gp or less, otherwise brewing a potion takes 1 day for each 1,000 gp in its base price. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. To brew a potion, you must use up raw materials costing one half this base price. See the magic item creation rules in Chapter 15 for more information. When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.	
<b>Simple Weapon Proficiency</b>	[Paizo Publishing - Core Rulebook, p.133]
You make attack rolls with simple weapons without penalty.	
<b>Throw Anything</b>	[Paizo Publishing - Core Rulebook, p.135]
You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.	

PROFICIENCIES
Bayonet, Blowgun, Bomb, Cestus, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rock, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Stake, Unarmed Strike, Whip

TEMPLATES
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Alchemist Spells

LEVEL	0	1	2	3	4	5	6
PER DAY	—	5	—	—	—	—	—
Concentration	+8						

LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
Ant Haul	DC: 16, Fortitude negates (harmless)	1 standard action	6 hours	Touch	V, S, M/DF (a small pulley)	PFAPG: p.202
School: Transmutation	SR: Yes (harmless)	Target: creature touched			Caster Level: 3	Concentration: +8
Effect: Triples carrying capacity of a creature.						
Crafter's Fortune	DC: 16, Will negates (harmless)	1 standard action	3 days or until discharged [D]	Close (30 ft.)	V, S, F (a tool)	PFAPG: p.213
School: Transmutation	SR: Yes (harmless)	Target: one creature			Caster Level: 3	Concentration: +8
Effect: Subject gains +5 on next Craft check.						
Cure Light Wounds	DC: 16, Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	PFCR: p.263
School: Conjuration (Healing)	SR: Yes (harmless); see text	Target: Creature touched			Caster Level: 3	Concentration: +8
Effect: When laying your hand upon a living creature, you channel positive energy that cures 1d8+3 points of damage.						
Disguise Self		1 standard action	30 minutes [D]	Personal	V, S	PFCR: p.271
School: Illusion (Glamour)	SR:	Target: You			Caster Level: 3	Concentration: +8
Effect: You make yourself—including clothing, armor, weapons, and equipment—look different.						
Enlarge Person	DC: 16, Fortitude negates	1 round	3 minutes [D]	Close (30 ft.)	V, S, M	PFCR: p.277
School: Transmutation	SR: Yes	Target: One humanoid creature			Caster Level: 3	Concentration: +8
Effect: This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8.						
Expeditious Retreat		1 standard action	3 minutes [D]	Personal	V, S	PFCR: p.279
School: Transmutation	SR:	Target: You			Caster Level: 3	Concentration: +8
Effect: This spell increases your base land speed by 30 feet.						
Shield		1 standard action	3 minutes [D]	Personal	V, S	PFCR: p.342
School: Abjuration [Force]	SR:	Target: You			Caster Level: 3	Concentration: +8
Effect: Shield creates an invisible shield of force that hovers in front of you.						
True Strike		1 standard action	See text	Personal	V, F	PFCR: p.363
School: Divination	SR:	Target: You			Caster Level: 3	Concentration: +8
Effect: You gain temporary, intuitive insight into the immediate future during your next attack.						
* =Domain/Speciality Spell						