FUMBUS

PATHFINDER PLAYTEST

ANCESTRY GOBLIN | BACKGROUND PATHFINDER HOPEFUL

CLASS ALCHEMIST 1 | PERCEPTION +1 (TRAINED)

ALIGNMENT CHAOTIC NEUTRAL | SENSES DARKVISION

LANGUAGES COMMON, DRACONIC, GOBLIN

STRENGTH			DEXTERITY			CONSTITUTION		
STR	10	MODIFIER (+0)	DEX	16	MODIFIER (+3)	CON	12	MODIFIER (+1)

INTELLIGENCE			WISDOM			CHARISMA		
INT	18	MODIFIER (+4)	WIS	10	MODIFIER (+0)	CHA	12	MODIFIER (+1)

DEFENSES

HIT POINTS	ARMOR CLASS	TOUCH AC
15	15	14

FORTITUDE	REFLEX	WILL
+3	+5	+1

ACTIONS

SPEED: 25 FEET

MELEE: dogslicer +4 (1d6 slashing); agile, backstabber, finesse, goblin

RANGED: bomb +4 touch (effect varies); thrown 20 feet

RANGED: dart +4 (1d4 piercing); agile, thrown 20 feet

SKILLS

ACROBATICS +2	ARCANA +5 T	ATHLETICS −1
CRAFTING +5 T	DECEPTION +2 T	DIPLOMACY +0
INTIMIDATION +0	LORE (PATHFINDER SOCIETY) +5 T	LORE (UNDERWORLD) +5 T
LORE (OTHER) +3	MEDICINE −1	NATURE +1 T
OCCULTISM +3	PERFORMANCE +0	RELIGION −1
SOCIETY +3	STEALTH +4 T	SURVIVAL −1
THIEVERY +4 T		

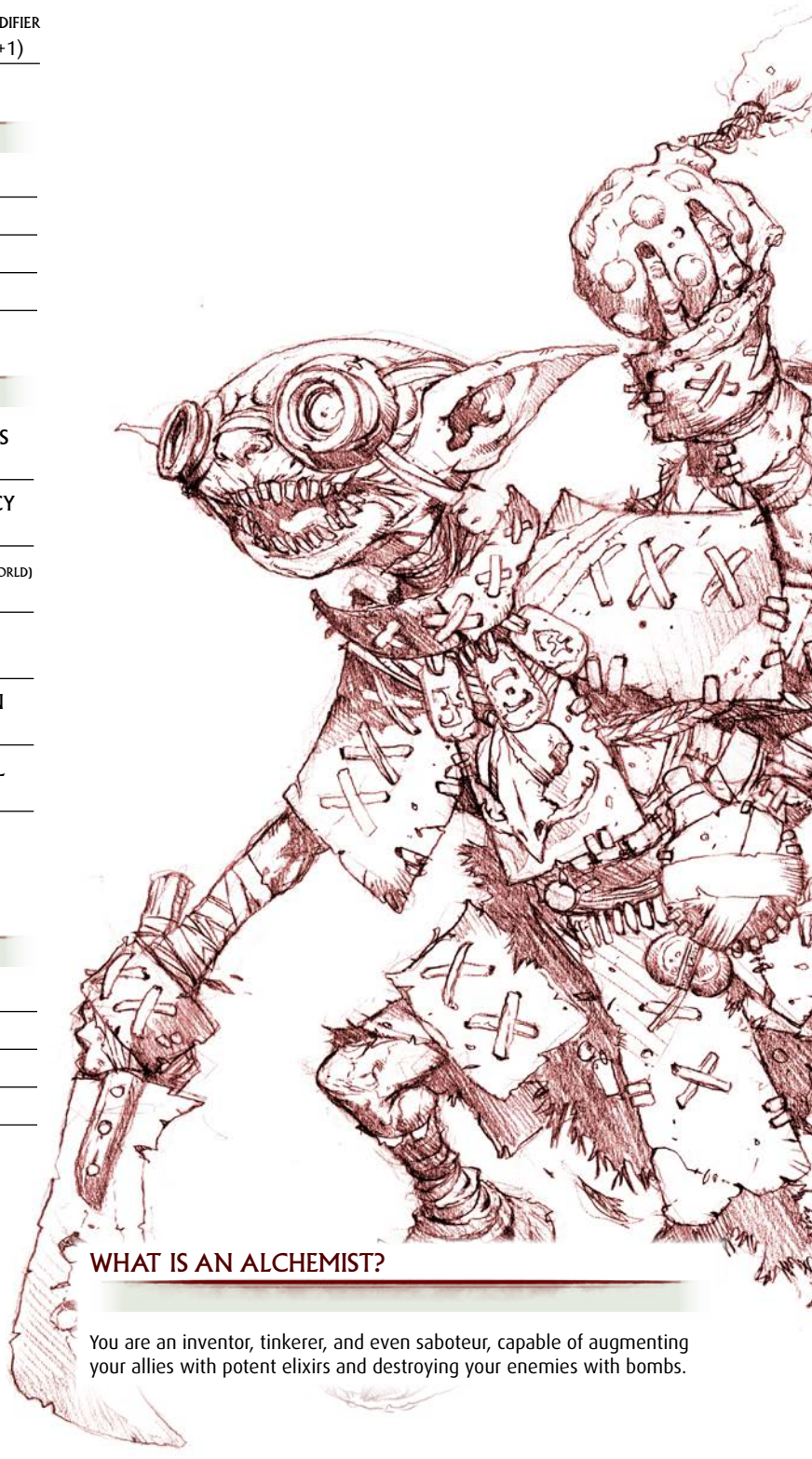
FEATS AND ABILITIES

ANCESTRY FEATS: Goblin Weapon Familiarity

CLASS FEATS: Quick Bomber

SKILL FEATS: Additional Lore, Alchemical Crafter

CLASS ABILITIES: Advanced Alchemy, Formula Book, Studied Resonance



WHAT IS AN ALCHEMIST?

You are an inventor, tinkerer, and even saboteur, capable of augmenting your allies with potent elixirs and destroying your enemies with bombs.

FUMBUS

CLASS ALCHEMIST 1

EQUIPMENT

BULK 4, 5L

WORN backpack, leather armor, ordinary clothing

WEAPONS dogslicer, darts (5), alchemist's fire* (4), bottled lightning* (2)

STOWED bedroll, caltrops, crowbar (expert), flint and steel, formula book, minor elixirs of life* (2), *minor healing potions* (2), rations (3 days), sheath, thieves' tools, torches (10), waterskin

WEALTH 30 silver, 7 copper

RESONANCE POINTS 5 (1 remaining, see Advanced Alchemy)

The following rules apply to Fumbus's equipment. Fumbus is assumed to have spent resonance on equipment marked with an asterisk (*) above.

Acid Flask[A] (bomb): A thrown acid flask targets touch AC, dealing 1d4 points of persistent acid damage and 1 point of acid splash damage.

Agile (trait): The multiple attack penalty you take on the second attack each round with this weapon is –4 instead of –5, and –8 instead of –10 on the third and any further attacks in the round.

☐ ☐ ☐ ☐ **Alchemist's Fire**[A] (bomb): A thrown flask of alchemist's fire targets touch AC, dealing 1d8 fire damage, 1 persistent fire damage, and 1 fire splash damage. You, or a creature adjacent to you, can end the persistent damage with an Interact action. The persistent damage ends if you are submerged in water or otherwise enter an area deprived of air.

Antiplague[A]**:** The drinker of an antiplague gains a +2 item bonus on Fortitude saving throws against diseases for 24 hours; this applies to his daily save against the disease's progression.

Backstabber (trait): When you hit a flat-footed creature, this weapon deals 1 additional precision damage.

☐ ☐ **Bottled Lighting**[A] (bomb): A thrown bottled lightning targets touch AC, dealing 1d6 points of electricity damage and 1 electricity splash damage, and causing the target to be flat-footed to all creatures until the start of your next turn.

Caltrops: You can scatter caltrops in an empty square adjacent to you with an Interact action. The first creature that moves into that square must succeed at a DC 14 Acrobatics check or take 1d4 piercing damage and 1 persistent bleed damage. A creature taking bleed damage from caltrops is hampered 5. Spending an Interact action to pluck the caltrops free reduces the DC to stop the bleeding to 15. Once a creature takes damage from caltrops, enough caltrops are ruined that other creatures moving into the square are safe. Deployed caltrops can be salvaged to be used again only if no creatures took damage from them.

Cheetah's Elixir[A]**:** When the drinker of this elixir takes the Stride basic action, his land Speed is accelerated 5 feet. This lasts for 1 minute.

Eagle Eye Elixir[A]**:** The drinker of this elixir gains a +1 item bonus on Perception checks, and a +2 item bonus on Perception checks to find secret doors and traps. This lasts for 1 hour.

☐ ☐ **Elixir of Life, Minor**[A]**:** The drinker of this elixir gain 1d6 Hit Points. If the drinker is at maximum Hit Points when he drinks this elixir, he gains a +1 item bonus to Fortitude saving throws against toxins, including diseases, poisons, and venoms, for 1 hour instead.

Finesse (trait): You can choose to use Dexterity instead of Strength on attack rolls with this melee weapon. You still use Strength on damage rolls.

Goblin (trait): People of the goblin ancestry craft and use these weapons.

☐ ☐ **Healing Potion, Minor:** This potion restores 1d8 Hit Points.

Smokestick[A]**:** With a sharp twist, this item emits thick smoke. The smoke issues forth as a 5-foot radius, creating an area of concealment. The smoke lasts for 1 minute or until dispersed by a sufficiently strong wind.

Thieves' Tools: You need these tools to Pick Locks or Disable Devices.

Thrown (trait): You can throw this weapon as a ranged attack.

FEATS AND ABILITIES

Fumbus's feats and abilities are described below. His Additional Lore feat and Studied Resonance ability are already applied in his character statistics.

Advanced Alchemy: You gain the Alchemical Crafter feat and can create any of the alchemical items listed in your equipment section, denoted with a superscript A ([A]), though their power is fleeting. You can create these items in two different ways, as described below. Each such item gains the infused trait, meaning it costs you no further Resonance Points to use. With the listed gear, Fumbus has one Resonance point remaining.

First, you can create these items at the start of the day spending 1 Resonance Point to create 2 of any one of these items, ignoring the Crafting check and normal crafting time. You can't overspend Resonance Points to craft infused items in this way. The items listed with an asterisk (*) in his weapons and stowed equipment are his default daily creations, but you can select a different set of items from the equipment list.

Second, you can create these items on the fly using Quick Alchemy, though less efficiently. As an action, you can create any one of the alchemical objects listed on this sheet by spending 1 Resonance Point. The item only remains potent until the end of your next turn. If you overspend Resonance Points and fail the flat check, you can't use Quick Alchemy again until the next time you perform your daily preparations.

Darkvision: You can see in darkness and dim light as well as you can see in bright light, though your vision is in black and white.

Formula Book: You have a book of alchemical formulas for 8 different alchemical items. These appear in the equipment description, marked by a superscript A ([A]).

Goblin Weapon Familiarity: You are trained with the dogslicer and horsechopper.

Quick Bomber: When you draw an alchemical item with the bomb trait with the Interact action, you can draw two bombs instead. When using the Quick Alchemy action to create a bomb, you can draw one bomb as part of the Quick Alchemy action.