FUMBUS

PATHFINDER PLAYTEST

ANCESTRY GOBLIN **BACKGROUND** PATHFINDER HOPEFUL

CLASS ALCHEMIST 5 **PERCEPTION** +7 (EXPERT)

ALIGNMENT CHAOTIC NEUTRAL **SENSES** DARKVISION

LANGUAGES COMMON, DRACONIC, GOBLIN

STRENGTH			DEXTERITY			CONSTITUTION		
STR	12	MODIFIER (+1)	DEX	18	MODIFIER (+4)	CON	14	MODIFIER (+2)

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

DEFENSES

HIT POINTS	ARMOR CLASS	TOUCH AC
56	22	21

FORTITUDE	REFLEX	WILL
+9	+11	+7

ACTIONS

SPEED: 25 FEET

MELEE: *+1 dogslicer* +10 (2d6+1 slashing); agile, backstabber, finesse, goblin

RANGED: bomb +9 touch (varies); thrown 30 feet

RANGED: dart +9 (1d4 piercing); agile, thrown 20 feet

SKILLS

ACROBATICS +7	ARCANA +9 T	ATHLETICS +4
CRAFTING +10 E	DECEPTION +6 T	DIPLOMACY +4
INTIMIDATION +4	LORE (PATHFINDER SOCIETY) +10 E	LORE (UNDERWORLD) +10 E
LORE (OTHER) +7	MEDICINE +4	NATURE +6 T
OCCULTISM +7	PERFORMANCE +4	RELIGION +4
SOCIETY +7	STEALTH +10 E	SURVIVAL +4
THIEVERY +9 T		

FEATS AND ABILITIES

ANCESTRY FEATS: Goblin Weapon Familiarity, Goblin Weapon Frenzy

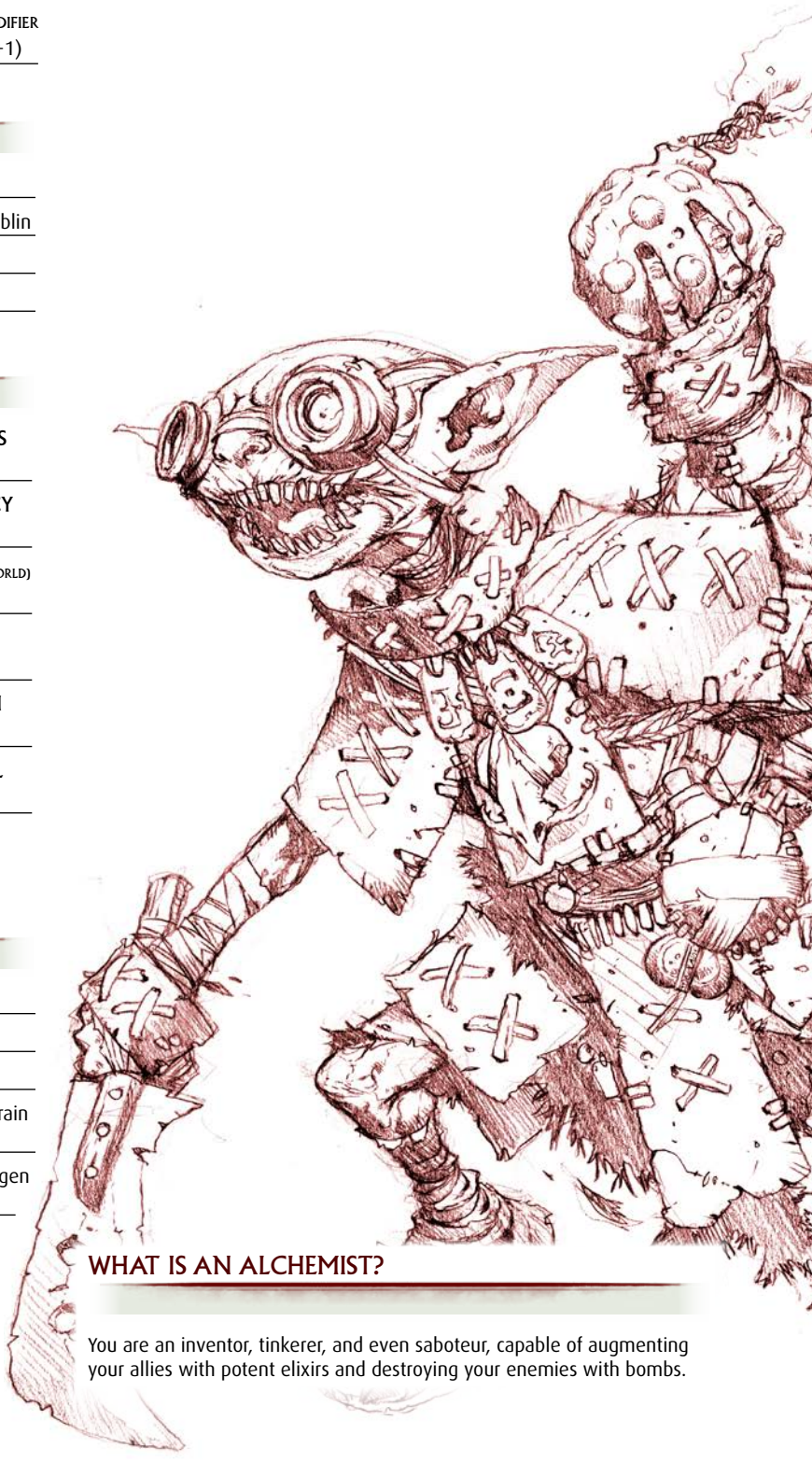
CLASS FEATS: Calculated Splash, Far Lobber*, Quick Bomber

GENERAL FEATS: Alertness*

SKILL FEATS: Additional Lore*, Alchemical Crafting, Quick Identification, Terrain Stalker (Underbrush)

CLASS ABILITIES: Advanced Alchemy, Empower Bombs, Formula Book, Mutagen Crafting, Studied Resonance*

*Abilities marked with an asterisk are already reflected in other statistics



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 5

EQUIPMENT

BULK 4, 5L

WORN backpack, *+1 studded leather armor**, ordinary clothing

WEAPONS *+1 dogslicer*, darts (10), alchemist's fire* (4), liquid ice (2)*

STOWED alchemist's tools (expert), backpack, bedroll, caltrops, crowbar (expert), flint and steel, formula book, *greater darkvision elixir*, infiltrator's elixir (2)*, *ladder feather token*, lesser elixirs of life* (2), lesser quicksilver mutagen (2)*, *lesser potion of fire resistance*, *onyx panther*, rations (3), sheath, smokestick, thieves' tools (expert) and replacement picks (1), torches (10), waterskin, *wayfinder*

WEALTH 4 gold, 1 silver, 7 copper

RESONANCE POINTS 9 (2 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 2d4 points of persistent acid damage and either 1 or 4 points 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 2d8 fire damage, 2 persistent fire damage, and either 1 or 4 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.

Antidote[A]: The drinker of an antidote gains a +2 item bonus on Fortitude saving throws against poisons and venoms for 6 hours.

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 2d6 electricity damage and either 1 or 4 electricity splash damage, and making the target 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]: After drinking this elixir, when you take the Stride basic action, your land Speed is accelerated 5 feet. This lasts for 1 minute.

Eagle Eye Elixir[A]: After drinking this elixir, you gain 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.

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.

Greater Darkvision Elixir[A]: The drinker of this elixir gains darkvision for 1 hour.

Infiltrator's Elixir[A]: The drinker of this elixir takes on the shape of a humanoid creature of his size. You decide the physical characteristics of the disguise when creating the elixir, but you cannot disguise as a specific person. You gain a +4 item bonus to your Deception DC to prevent others from seeing through your disguise.

☐ ***Ladder Feather Token:*** You can activate this token to transform it into a 20-foot-long wooden ladder.

☐ ☐ **Lesser Elixir of Life**[A]: The drinker of this elixir gain 3d6 Hit Points. If the drinker is at maximum Hit Points when he drinks this elixir, he gains a +2 item bonus to Fortitude saving throws against toxins, including diseases, poisons, and venoms, for 1 hour instead.

Lesser Juggernaut Mutagen[A]: At the end of his next turn and for 1 minute thereafter, the drinker of this mutagen gains a +2 item bonus to Fortitude saves and 10 temporary Hit Points. He also takes a –1 Item penalty to Will saves, Perception checks, Medicine checks, Nature checks, Religion checks, and Survival checks.

☐ **Lesser Potion of Fire Resistance**: The drinker of this potion gains resistance 5 to fire for 1 hour.

☐ ☐ **Lesser Quicksilver Mutagen**[A]: At the end of his next turn and for 1 minute thereafter, the drinker of this mutagen gains a +2 item bonus to Acrobatics checks, Stealth checks, Thievery checks, Reflex saves, and ranged attack rolls, and he becomes accelerated 10. He also takes a –1 item penalty to Fortitude saves and takes 10 damage that he cannot recover while the mutagen lasts.

☐ ☐ **Liquid Ice**[A] (bomb): A thrown liquid ice targets touch AC and deals 2d4 points of cold damage, causes the target to be hampered 10 feet until the end of its next turn, and dealing 1 or 4 point sof cold splash damage.

Mistform Elixir[A]: The drinker of this elixir is concealed for 1 minute.

☐ ***Onyx Panther***: (◇ Focus Activation) When you attempt to Sneak, you can activate this trinket before rolling to move at your full speed for that action.

☐ **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 (Expert): You need these tools in order to Pick Locks or Disable Devices and gain a +1 item bonus to such checks. If you critically fail a Thievery check using these tools, your picks break, but you can use your set of replacement picks instead.

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

Wayfinder: This symbol of Pathfinder Society membership functions as a compass. You can activate it with a command word to cast the *light* cantrip on it, causing it to shed light like a torch for 1 day.

FEATS AND ABILITIES

Fumbus's feats and abilities are described below. His Additional Lore, Alertness, and Far Lobber feats 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, you have two Resonance points 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. Fumbus has spent a total of 6 Resonance Points on these preparations.

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.

Calculated Splash: Whenever you throw one of your bombs that deals splash damage, you can choose to increase the amount of splash damage to 4.

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.

Empower Bombs: 1st-level bombs you create deal more damage. This has been included in all of the bombs listed in the Equipment section.

Formula Book: You have a book of alchemical formulas for 15 different alchemical items. These appear in the equipment description, marked by a superscript A (A). Fumbus also knows the formula for the minor elixir of life, a weaker version of his lesser elixir of life.

Goblin Weapon Familiarity: You are trained with the dogslicer and horsechopper and have access to these weapons.

Goblin Weapon Frenzy: When you critically hit with your dogslicer, the target is flat-footed for 1 round.

Mutagen Crafting: You can learn the formulas to craft mutagens.

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.

Quick Identification: You take only 10 minutes to use Identify Magic to determine the properties of an magical item, ongoing effect, or location.

Terrain Stalker (Underbrush): While unseen by all non-allies in underbrush, you can Sneak without the need to roll a Stealth check as long as you move only 5 feet and remain at least 10 feet away from all enemies.