

LE

MEDIUM

HUMANOID

Perception +18**Languages** Aklo, Draconic, Elven, Jotun, Thassilonian**Skills** Acrobatics +21, Athletics +24, Crafting +23, Intimidation +24, Medicine +21, Lore
Fleshcrafting +23**Str** +5, **Dex** +7, **Con** +5, **Int** +7, **Wis** +3, **Cha** +3**AC** 28; **Fort** +18, **Ref** +22, **Will** +21; +2 against poison**HP** 170**Elixir of life (moderate)** ♦ Restores 5d6+12 hit points and gain a +2 item bonus against disease and poison for 10 minutes.**Speed** 25 feet**Melee** ♦ claw +24 (agile, deadly d10), **Damage** 3d8+10 slashing**Melee** ♦ jaw +22 (deadly d10), **Damage** 3d10+12 piercing**Ranged** ♦ greater acid flask +24, **Damage** 3d6 persistent acid, 2 splash**Ranged** ♦ greater alchemist's fire +24, **Damage** 3d8 fire, 3 persistent fire, 3 splash**Ranged** ♦ protoflesh vial +24, **Damage** protoflesh**Feral Transformation** ♦ By drinking a greater Bestial Mutagen, the alchemist takes a -2 penalty to AC and Reflex, and gains a +3 item bonus to Athletics, Intimidation, and to its claw and bite attacks. The claw and bite attacks also gain deadly d10 and an extra damage die. These changes are already included in the stats.**Juggernaut Transformation** ♦ By drinking a greater Juggernaut Mutagen, the alchemist takes a -2 penalty to Will saves, Perception and Initiative, and gains a +5 resistance to all physical damage, +3 to Fortitude, 30 temporary hit points, and Fortitude successes become critical successes.**Protoflesh** Any creature hit with a protoflesh vial has to make a DC27 Fortitude save or suffer a painful mutation (permanently suffer the drawback of a randomly chosen greater mutagen).

The stats assume Feral Transformation has been used.