

Krammer

“BURN! FREEZE!”

Krammer is a fierce kobold alchemist specializing in fire and ice magic. He was exiled from his clan after leading a coup de tat against their chieftain. After years of careful planning, Krammer managed to get close enough to burn his chieftain alive while he slept. Unfortunately, Krammer’s followers betrayed him shortly afterwards in an attempt to take control of the clan for themselves.

The entire coup de tat was set up by the leaders of the nearby town of Sandpoint who wanted to control the growing menace near their homes. Promises of wealth and power to the clan’s resident alchemist, Krammer, was all it took to incite open rebellion. Though Krammer’s ability to take control of his clan ultimately failed, the sheer damage his civil war inflicted would ensure that his clan wouldn’t rise to be a significant threat to Sandpoint for several decades to come.

Krammer, having been betrayed by his own brethren, now continues to work closely with the town leaders as a pawn—determined to get revenge against his former brothers. Though allowed within town limits, Krammer, quite understandably, is not well liked amongst the local populace.



Krammer

Male kobold alchemist 9

LE Small humanoid (kobold)

Init +3; **Senses** darkvision 60 ft., light sensitivity; Perception +14

Languages Common, Draconic, Dwarven, Gnome, Undercommon

DEFENSE

AC 21, touch 15, flat-footed 18 (+5 armor, +1 deflection, +3 Dex, +1 natural, +1 size)

hp 65 plus *false life* (9 HD)

Fort +8, **Ref** +10, **Will** +4; +6 vs. poison

OFFENSE

Speed 30 ft. (6 squares)

Melee mwk longspear +5/+0 (1d6 /×3)

Ranged bomb +11/+6 touch (5d6+4 cold or fire, 9 splash) or
bomb +9/+9/+4 touch (5d6+4 cold or fire, 9 splash)

Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

Special Attacks bomb (5d6+4, DC 18, 13/day), poison use, swift poisoning, throw anything +5

Alchemist Extracts Prepared (CL 9th)

3rd (4/day) – *gaseous form*, *haste*, *heroism* (2)

2nd (5/day) – *barkskin* (2), *false life*, *fire breath*^{APG}, *invisibility*

1st (6/day) – ~~*ant haul*~~^{APG}, *bomber's eye*^{APG}, *reduce person*, *shield* (2), *true strike*

STATISTICS

Abilities Str 10 (+0), Dex 16 (+3), Con 12 (+1), Int 18 (+4), Wis 10 (+0), Cha 10 (+0)

Base Atk +6; **CMB** +5; **CMD** 19

Feats Brew Potion^B, Kobold Sniper, Master Alchemist, Point Blank Shot, Precise Shot, Rapid Shot, Quick Draw, Throw Anything^B

Skills Craft (alchemy) +27, Craft (traps) +18, Disable Device +15, Knowledge (arcana) +16, Knowledge (nature) +16, Perception +14, Profession (miner) +2, Sleight of Hand +15, Spellcraft +16, Stealth +19;
Racial Modifiers +2 Craft (traps), +2 Perception, +2 Profession (miner)

SQ alchemy, discoveries (explosive bomb, fast bombs, frost bomb, strafe bomb), mutagen, swift alchemy

Combat Gear alchemist's fire (20), liquid ice (20); **Other Gear** +1 mithral shirt, *admixture vial*, *blessed book*, *cloak of resistance* +1, *formula alembic*, *hybridization funnel*, *ring of protection* +1, *tender* (5gp), *trapmaker's sack*

Formula Book all 3rd-level and lower extracts from the Advanced Player's Guide, Core Rulebook, Ultimate Combat, and Ultimate Magic

Encumbrance light 74 lb. 4 oz., medium 148 lb. 8 oz., heavy 225 lb.; **Weight Carried** 68 lb.; *ant haul*

SPECIAL ABILITIES

Alchemy (Su) When using Craft (alchemy) to create an alchemical item, you gain a competence bonus equal to your alchemist class level on the Craft (alchemy) check (included above). In addition, you can use Craft (alchemy) to identify potions as if using *detect magic*. You must hold the potion for 1 round to make such a check. You are also capable of creating bombs, extracts, and mutagens (see below).

Bomb (Su) You can use a number of bombs each day equal to your alchemist class level + your Intelligence modifier. 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. 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 points of fire damage plus additional damage equal to your Intelligence modifier (due to the throw anything class ability). The damage of your bomb increases by 1d6 points at every odd-numbered alchemist level (this bonus damage is not multiplied on a critical hit



or by using feats such as Vital Strike). Splash damage from an alchemist bomb is always equal to the bomb's minimum damage. Those caught in the splash damage can attempt a Reflex save DC 22 for half damage.

Extracts (Su) You may create and use extracts, essentially spells in the form a drinkable liquid. For the most part, extracts follow the rules of both potions and spells.

Mutagen (Su) You may brew a dose of mutagen in 1 hour, and once brewed, it remains potent until used. You can only maintain one dose of mutagen at a time—if you brew a second dose, any existing mutagen becomes inert. As with an extract or bomb, a mutagen that is not in your possession becomes inert until you pick it up again. When you brew a mutagen, you select one physical ability score—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 10 minutes per alchemist level. 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 your mutagen must make a DC 18 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 you drink a mutagen, the effects of any previous mutagen immediately end.

Poison Use (Ex) You are trained in the use of poison and cannot accidentally poison yourself when applying poison to a weapon.

Swift Alchemy (Ex) You can create alchemical items with astounding speed. It takes you half the normal amount of time to create alchemical items.

Swift Poisoning (Ex) You can apply a dose of poison to a weapon as a swift action.

Throw Anything (Ex) You gain the Throw Anything feat as a bonus feat and 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 (and in the above stats).