

## Lwaxana Lore

Female elf alchemist 10

NG Medium humanoid (elf)

**Init** +5; **Senses** low-light vision; Perception +14

**Languages** Common, Elven, Gnoll, Goblin, Orc

---

### DEFENSE

**AC** 28, touch 15, flat-footed 23 (+9 armor, +5 Dex, +4 shield)

**hp** 72 (10 HD)

**Fort** +9, **Ref** +14, **Will** +4; +2 vs. enchantments

**Immune** poison, sleep

---

### OFFENSE

**Speed** 30 ft. (6 squares)

**Melee** +1 rapier +11/+6 (1d6+3/18-20 plus poison)

**Ranged** +2 *conductive longbow* +16/+11 (1d8+5 plus bomb plus poison/×3) or

*blinding bomb* +13 touch (5d6+5 fire plus blindness, 10 splash plus dazzled) or

*confusion bomb* +13 touch (3d6+5 fire plus confusion, 8 splash) or

*dispelling bomb* +13 touch (5d6+5 fire plus dispel magic, 10 splash) or

*force bomb* +13 touch (5d4+5 force plus trip, 10 splash) or

*smoke bomb* +13 touch (5d6+5 fire plus smoke, 10 splash) or

*standard bomb* +13 touch (5d6+5 fire, 10 splash) or

*stink bomb* +13 touch (5d6+5 fire plus stink, 10 splash) or

*tanglefoot bomb* +13 touch (5d6+5 fire plus entangle, 10 splash plus entangle)

**Special Attacks** blinding bomb, bomb (5d6+5, 15/day, DC 20), confusion bomb, dispelling bomb, force bomb, poison use, smoke bomb, stink bomb, swift poisoning, tanglefoot bomb, throw anything +5

**Alchemist Extracts Prepared** (CL 10<sup>th</sup>)

4<sup>th</sup> (2/day) – *greater invisibility* (2)

3<sup>rd</sup> (4/day) – *fly* (2), *heroism* (2)

2<sup>nd</sup> (5/day) – *barkskin* (2), *invisibility* (2), *see invisibility*

1<sup>st</sup> (7/day) – *enlarge person* (2), *expeditious retreat*, *keen senses*, *reduce person* (2), *true strike*

---

### STATISTICS

**Abilities** Str 16 (+3), Dex 20 (+5), Con 10 (+0), Int 20 (+5), Wis 8 (–1), Cha 10 (+0)

**Base Atk** +7; **CMB** +10; **CMD** 25

**Feats** Brew Potion<sup>B</sup>, Extra Discovery (2), Point Blank Shot, Precise Shot, Throw Anything<sup>B</sup>, Weapon Focus (longbow)

**Skills** Appraise +18, Craft (alchemy) +23, Disable Device +18, Knowledge (arcana) +18, Knowledge (nature) +18, Sleight of Hand +18, Perception +14, Spellcraft +18 (+20 identifying magic items); **Racial**

**Modifiers** +2 Perception, +2 Spellcraft to identify magic items

**SQ** alchemy, discoveries (blinding bomb, confusion bomb, dispelling bomb, force bomb, smoke bomb, stink bomb, tanglefoot bomb), elven magic, mutagen (100 minutes), swift alchemy

**Combat Gear** arrows (100), poison (blue whinnis 90); **Other Gear** +3 *buckler*, +3 mithral breastplate, +2 *conductive longbow* (+3 strength modifier), alchemist's kit, *belt of physical might* +2 (strength, dexterity), *cloak of resistance* +2, *lesser bracer's of archery*, portable alchemist's lab, tender (105gp)

**Formula Book** 4<sup>th</sup>-level—*greater invisibility*; 3<sup>rd</sup>-level—*cure serious wounds*, *fly*, *heroism*; 2<sup>nd</sup>-level—*barkskin*, *invisibility*, *see invisibility*; 1<sup>st</sup>-level—*crafter's fortune*, *enlarge person*, *expeditious retreat*, *identify*, *keen senses*, *reduce person*, *true strike*

**Encumbrance** light 76 lb., medium 153 lb., heavy 230 lb.; **Weight Carried** 66 lb. (excluding tender)

---

### 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).

**Blinding Bomb (Su)** When you create a bomb, you can choose for it to detonate very brightly. Creatures that take a direct hit from a blinding bomb are blinded for 1 minute unless they succeed at a Fortitude save (DC 20). Creatures in the splash area that fail their saves against the bomb are dazzled for 1 minute. This is a light effect.

**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.

**Confusion Bomb (Su)** Your bombs twist the target's perception of friend and foe. A creature that takes a direct hit from a confusion bomb takes damage from the bomb and is under the effect of a *confusion* spell for 1 round per caster level of the alchemist. Reduce the amount of normal damage dealt by the bomb by 2d6.

**Dispelling Bomb (Su)** When you create a bomb, you can choose to have it dispel magic effects instead of deal damage. Creatures that take a direct hit from a dispelling bomb are subject to a targeted *dispel magic* spell, using your alchemist level as the caster level. This cannot be used to target a specific spell effect.

**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.

**Force Bomb (Su)** When you create a bomb, you can choose to have it inflict force damage. Force bombs deal 1d4 points of force damage, plus 1d4 points of force damage for every odd-numbered level, instead of 1d6. Creatures that take a direct hit from a force bomb are knocked prone unless they succeed on a Reflex save.

**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 a mutagen must make a DC 20 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.

**Poison** Blue whinnis—injury; *save* Fort DC 14, *frequency* 1/round for 2 rounds, *effect* 1 Con/unconsciousness 1d3 hours, *cure* 1 save.

**Smoke Bomb (Su)** When you create a bomb, you can choose to have it create a cloud of thick smoke when it detonates. The cloud functions as *fog cloud*, filling an area equal to twice the bomb's splash radius for 1 round per level.

**Stink Bomb (Su)** The effects of the smoke created by your bomb can duplicate the effects of *stinking cloud* (Fort DC 20) instead of fog cloud, filling an area equal to twice the bomb's splash radius for 1 round.

**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.

**Tanglefoot Bomb (Su)** A creature that takes a direct hit from a tanglefoot bomb must save against the bomb's DC or be entangled and glued to the floor as if it had failed its save against a tanglefoot bag. Creatures in the splash area that fail their saves are entangled but not glued to the floor; those who make this save are not entangled at all.

**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).