

Robilar Smithe

Male human alchemist 7/master chymist 6

NG (Robilar) or CN (Duneharrow) Medium humanoid

Init +6; **Senses** darkvision 60 ft., scent; Perception +18

Languages Common, Dwarven, Elven, Gnome, Halfling

DEFENSE

AC 22, touch 18, flat-footed 16 (+4 armor, +2 deflection, +6 Dex)

hp 128 plus false life (13 HD)

Fort +15, **Ref** +19, **Will** +11; +4 vs. poisons, -4 vs. odor related effects

Defensive Abilities poison resistance +4; **DR** 10/magic and 3/- vs. ranged attacks;

Immune extreme hot/cold environments

OFFENSE

Speed 30 ft. (6 squares)

Melee masterwork bayonet +12/+7/+2 (1d6+2 plus poison)

Ranged +1 *revolvers* +14/+14/+14/+9/+4 (1d8+1/×4) with Rapid Shot and Two-Weapon Fighting, or

+1 *double-barreled shotgun* +15 (6d8+7/×4) with Deadly Aim and Improved Vital Strike, or

+1 *double-barreled shotgun* +11/+11 (6d8+7/×4) with both barrels, Deadly Aim, and Improved Vital Strike, or

explosive bomb +18 touch (9d6+7 fire, 16 splash) with Improved Vital Strike, or throwing knife +18 (1d4 plus poison) or

throwing knives +16/+16 (1d4 plus poison) with Two-Weapon Fighting

Special Attacks bomb (7d6+7, 14/day), bomb thrower, brutality +2, mutate (3/day), poison use, swift poisoning, throw anything +7

Alchemist Extracts Prepared (CL 11th; Concentration +18)

4th (3/day) – *cure critical wounds*, *freedom of movement*, *greater invisibility*

3rd (6/day) – *bloodhound*^{APG}, *cure serious wounds*, *heroism* (2); [open slots] (2)

2nd (6/day) – *barkskin* (2), *darkvision*, *false life*, *protection from arrows*, *see invisibility*

1st (7/day) – *ant haul*^{APG}, *endure elements*, *expeditious retreat*, *jump*, *keen senses*^{APG}, *shield* (2)

STATISTICS

Abilities Str 10 (+0), Dex 22 (+6), Con 14 (+2), Int 25 (+7), Wis 14 (+2), Cha 10 (+0)

Base Atk +11; **CMB** +11; **CMD** 29

Feats Brew Potion^B, Deadly Aim, Exotic Weapon Proficiency (firearms), Improved Vital Strike, Point Blank Shot^B, Precise Shot, Rapid Shot, Throw Anything^B, Two-Weapon Fighting, Vital Strike

Skills Appraise +23, Bluff +13, Craft (alchemy) +18 (+23 to create alchemical items), Craft (firearms) +17, Diplomacy +13, Disable Device +22, Escape Artist +22, Intimidate +16, Perception +18, Sleight of Hand +22, Stealth +22, Survival +18 (+22 scent tracking)

SQ advanced mutagens (evasion, greater mutagen, nimble), alchemy, discoveries (explosive bomb, infuse mutagen, precise bombs), mutagen (130 minutes), mutagenic form, nimble +3, swift alchemy

Combat Gear antitoxin (3), bloodblock (3), metal cartridge bullets (30), mutagen (+6 Dex, +4 Con), poisons (dragon bile 3, nightmare vapor 2, oil of taggit 10), smokesticks (3), sunrods (3), tindertwigs (3); **Other Gear** +1 *revolvers* (2), +1 *double-barreled shotgun*, +3 *quilted cloth*, alchemist's kit, bear trap, *belt of incredible dexterity* +6, *cloak of resistance* +5 (doubles as *muleback cords*), footprint book, formula books (3, 84 pages left), gunsmith's kit, *headband of vast intellect* +6 (bluff, diplomacy, intimidate), masterwork backpack, masterwork bayonet, portable alchemist's lab, *ring of protection* +2, tender (6gp, 3sp, 3cp), throwing knives (as masterwork darts) (4)

Formula Book All extracts of 4th-level and lower

Encumbrance light 348 lb., medium 699 lb., heavy 1,050 lb.; **Weight Carried** 100 lb. (excluding tender)



Duneharrow

Male human alchemist 7/master chymist 6

CN Medium humanoid

Init +12*; **Senses** darkvision 60 ft., scent; Perception +17

Languages Common, Dwarven, Elven, Gnome, Halfling

DEFENSE

AC 31, touch 20, flat-footed 23 (+4 armor, +2 deflection, +8 Dex, +7 natural*)

hp 154 plus false life (13 HD)

Fort +17, **Ref** +22, **Will** +10; +4 vs. poisons, –4 vs. odor related effects

Defensive Abilities evasion, poison resistance +4; **DR** 10/magic and 3/– vs. ranged attacks; **Immune** extreme hot/cold environments

OFFENSE

Speed 30 ft. (6 squares)

Melee masterwork bayonet +12/+7/+2 (1d6+2 plus poison)

Ranged* +1 revolvers +17/+17/+17/+12/+7 touch (1d8+1/×4) with Rapid

Shot and Two-Weapon Fighting, or

+1 double-barreled shotgun +18 (6d8+7/×4) with Deadly Aim and Improved Vital Strike, or

+1 double-barreled shotgun +14/+14 (6d8+7/×4) with both barrels, Deadly Aim, and Improved Vital Strike, or

explosive bomb +21 touch (9d6+7 fire, 16 splash) with Improved Vital Strike, or

throwing knife +21 (1d4 plus poison) or

throwing knives +19/+19 (1d4 plus poison) with Two-Weapon Fighting

Special Attacks as above

Alchemist Extracts Prepared as above

STATISTICS

Abilities* Str 10 (+0), Dex 28 (+12), Con 18 (+4), Int 25 (+7), Wis 12 (+1), Cha 8 (–1)

Base Atk +11; **CMB** +11; **CMD** 35*

Feats as above

Skills Appraise +23, Bluff +12, Craft (alchemy) +18 (+23 to create alchemical items), Craft (firearms) +17, Diplomacy +12, Disable Device +28*, Escape Artist +28*, Intimidate +15, Perception +17 (darkvision, scent), Sleight of Hand +28*, Stealth +28*, Survival +17 (+21 scent tracking)

SQ as above

Combat Gear as above

Formula Book as above

Encumbrance light 114 lb., medium 228 lb., heavy 345 lb.; **Weight Carried** 108 lb. 8 oz. (excluding tender)

* Includes adjustments for greater mutagen.

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 20 for half damage.

Brutality (Ex) You gain a +2 bonus to damage rolls when attacking with natural attacks or simple weapons (included above).

Evasion (Ex) You can avoid even magical and unusual attacks with great agility. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead takes no damage. Evasion can be used only if you are wearing light armor or no armor and are in your mutagenic form. If you are helpless, you do not gain the benefit of evasion.

Explosive Bomb Your bombs now have a splash radius of 10 feet rather than 5 feet. Creatures that take a direct hit from an explosive bomb catch fire, taking 1d6 points of fire damage each round until the fire is extinguished. Extinguishing the flames is a full round action that requires a Reflex save (DC 20). Rolling on the ground provides the target with a +2 to the save. Dousing the target with at least 2 gallons of water automatically extinguishes the flames.

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.

Greater 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 two physical ability scores—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 +4 natural armor bonus and a +6 alchemical bonus to one selected ability score and a +4 alchemical bonus to the second ability score for 10 minutes per alchemist level. In addition, while the mutagen is in effect, you take a –2 penalty to two 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.

Infuse Mutagen When you create a mutagen, you can infuse it with an extra bit of your own magical power. This inflicts 2 points of Intelligence damage to you and costs 1,000gp in rare reagents, but the mutagen created persists on its own and is not rendered inert if you create another mutagen. This allows you to create different types of mutagens and keep them handy for emergencies. This does not allow you to gain the effects of multiple mutagens—only the most recently imbibed mutagen has any effect.

Mutagenic Form (Ex) You have two identities, that of your normal form, and that of your mutagenic form. Though statistically the same, each identity has a differing alignments and differing ways of accomplishing their goals. Alignment effects effect you based on whatever alignment/personality you have at that time.

Mutate (Su) Three times per day as, you may change form (as per your mutagen class ability) without imbibing a mutagen. Using a mutagen also forces you into this form. Taking a mutagen or using the mutate ability again while in your mutagenic form works normally (with the new mutagen's modifiers replacing the current modifiers, and the longer duration taking precedent). You remain in your mutagenic form until its duration expires, your magic is interrupted (as with an antimagic field), or you expend another use of your mutate ability. You may be forced to take your mutagenic form against your will by stress or damage. Anytime you are in your normal form and have daily uses of the mutate ability available, you may be forced to switch after suffering a critical hit or failing a Fortitude save. In these situations you

must make a DC 25 Will save; if you fail, on your next turn you use a standard action to change to your mutagenic form (which counts as a use of the mutate ability).

Nimble (Ex) In addition to the above effects, your mutagenic form grants you an alchemical bonus on all Dexterity checks, Dexterity skill checks, and CMD, and a natural armor bonus to your Armor Class. The bonus is equal to half your master chymist class levels.

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

Poisons You carry a variety of poisons, which you typically coat your bladed weapons with:

Dragon bile—contact; *save* Fort DC 26, *frequency* 1/round for 6 rounds, *effect* 1d3 Str, *cure* none.

Nightmare vapor—inhaled; *save* Fort DC 20, *frequency* 1/round for 6 rounds, *effect* 1 Wis and confused for 1 round, *cure* 2 consecutive saves.

Oil of taggit—ingested; *save* Fort DC 15, *onset* 1 minute, *effect* unconsciousness for 1d3 hours, *cure* 1 save.

Precise Bombs Whenever you throw a bomb, you can select a number of squares equal to your Intelligence modifier that are not affected by the splash damage from your bombs. If the bomb misses, this discovery has no effect.

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).