

Valaelas the Black

Male tengu barbarian 1/chemist 4 (preservationist, vivisectionist)

CN Medium humanoid (tengu)

Init +3; **Senses** carrion sense, low-light vision; Perception +9

Languages Common, Dwarven, Elven, Gnome, Tengu

DEFENSE

AC 26, touch 14, flat-footed 22 (+8 armor, +3 Dex, +1 dodge, +4 natural);
barkskin, mutagen

hp 48 (5 HD)

Fort +9, **Ref** +7, **Will** +0

OFFENSE

Speed 30 ft. (6 squares); 40 ft. when unencumbered

Melee bite +10 (1d3+6) and
2 claws +10 (1d3+6) or
tongue +5 (1d4+3 plus grab) or
bite +12 (1d3+8) and
2 claws +12 (1d3+8) when raging
tongue +7 (1d4+4 plus grab) when raging

Ranged splash weapon +8 touch (1d6+3 energy, 4 splash)

Special Attacks bleeding attack, claw attack, rage (6 rounds/day), sneak attack +2d6 plus 2
bleed, throw anything +3

Alchemist Extracts Prepared (CL 4th)

2nd (2/day) – *sickening strikes*^{ARG} (DC 15), *vomit swarm*

1st (4/day) – *enlarge person*, *shield*, *true strike*, [open slot]

STATISTICS

Abilities Str 22* (+6), Dex 16 (+3), Con 14 (+2), Int 16 (+3), Wis 9 (–1), Cha 7 (–2); feral mutagen

Base Atk +4; **CMB** +10 (includes mutagen bonus); **CMD** 24 (mutagen bonus included)

Feats Brew Potion^B, Deflect Arrows, Dodge, Snatch Arrows, Throw Anything^B

Skills Acrobatics +8 (+10 to jump), Craft (alchemy) +15, Disable Device +8, Heal +14 (+17 with medical tools), Knowledge (nature) +11, Perception +9, Sleight of Hand +8, Stealth +7; **Armor Check Penalty** –3 (–1 with climb and jump checks); **Racial Bonuses** +2 Perception, +2 Stealth

SQ alchemy +4, mutagen (40 minutes, DC 15), swift alchemy

Combat Gear acid (12), alchemical grease (6), alchemical solvent (6), alchemist's fire (12), antiplague (6), antitoxin (6), liquid ice (12), oil (20 pints), *potions* (*barkskin* 2, *enlarge person* 2, in wrist sheathes), smokesticks (12), soothe syrup (6), sunrods (12), tanglefoot bags (6), thunderstones (12), tindertwigs (12); **Other Gear** +2 *agile breastplate*, alchemist's kit, bandoliers (2), *belt of giant strength* +2, belt pouches (2), doctor's mask, doctor's outfit, formula book (86 pages left), healer's kit (10 uses remaining), masterwork backpack, pickpocket's outfit, pocketed scarf, poisoned sand tube (concealed in wrist sheathe, DC 39 to find; loaded with oil of taggit poison), poison pill ring (worth 30gp), spring-loaded wrist sheathes (3), stretcher, surgeon's tools, tender (21gp), thieves' tools

Formula Book 2nd-level—*barkskin*, *sickening strikes*^{ARG}, *vomit swarm*^{APG}; 1st-level—*cure light wounds*, *death watch*^B, *enlarge person*, *expeditious retreat*, *jump*, *shield*, *summon nature's ally I*^B, *touch of the sea*^{APG}, *true strike*

Encumbrance light 116 lb., medium 233 lb., heavy 350 lb.; **Weight Carried** 203 lb. 8 oz. (excluding tender)

* Includes +4 alchemical bonus for Strength-increasing 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).



Bleeding Attack (Ex) You can cause living opponents to bleed by hitting them with a sneak attack. This attack causes the target to take 1 additional point of damage each round for each die of your sneak attack (e.g., 4d6 equals 4 points of bleed). Bleeding creatures take that amount of damage every round at the start of each of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleeding damage from this ability does not stack with itself. Bleeding damage bypasses any damage reduction the creature might possess.

Bottled Ally I You add Handle Animal to your list of class skills. You also add *summon nature's ally I* to your formula book as a 1st-level extract. When you prepare this extract, you actually prepare a tiny, preserved specimen in a bottle (as with a caster casting the spell, you don't have to choose the creature until you use the extract). When you open the bottle, the specimen animates and grows to normal size, serving you as per the spell and otherwise being treated as a summoned creature. When the duration expires, the preserved creature decays into powder. If you have the infusion discovery, another character can use the infused specimen. The Augment Summoning feat can be applied to these specimens.

Carrion Sense You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed—only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. You ignore the effects of surface conditions and poor visibility when tracking by scent. However, your scent ability is limited and only functions for corpses and badly wounded creatures with 50% or fewer hit points.

Cruel Anatomist You may use your Knowledge (nature) skill bonus in place of your Heal skill bonus.

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.

Fast Movement (Ex) Your land speed is faster than the norm for your race by +10 feet. This benefit applies only when you are wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying your speed because of any load carried or armor worn. This bonus stacks with any other bonuses to your land speed.

Mutagen (Su) You can create a mutagen that you can imbibe in order to heighten your physical prowess at the cost of your personality. It takes 1 hour to brew a dose of mutagen, 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 an alchemist's possession becomes inert until an alchemist picks it up again. When you brew a mutagen, you select one physical ability score—either 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 Fortitude save (DC 10 + ½ your alchemist level + your Intelligence modifier) 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.

Rage (Ex) You can rage for 6 rounds per day. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that you can rage per day. Entering a rage is a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +4 morale bonus to your Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, you take a –2 penalty to Armor Class. The increase to Constitution grants you 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Sneak Attack If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals extra damage (as shown above) any time your target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

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

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.

Tongue (Ex) You have a prehensile, arm-length tongue. The tongue is fully under your control and cannot be easily concealed. Your tongue does not give you any extra attacks or actions per round, though you can use it to make a tentacle attack (1d4 damage for a Medium size) with the grab ability. The tentacle can manipulate or hold items as well as your original arms can (for example, allowing you to use one hand to wield a weapon, the tentacle to hold a potion, and the third hand to throw a bomb). Unlike an arm, your tongue has no magic item slots. This ability is identical in every way to the tentacle alchemist discovery but in name and description.

Torturer's Eye You add *deathwatch* to your formula book as a 1st-level extract.