



CHARACTER NAME

ALIGNMENT

PLAYER

CHARACTER LEVEL

DEITY

HOMELAND

CAMPAIGN

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

HAIR

EYES

ABILITY NAME	SCORE	MOD.	TEMP. SCORE	TEMP. MOD.	HP HIT POINTS	TOTAL	NONLETHAL DAMAGE
STR STRENGTH							
DEX DEXTERITY							
CON CONSTITUTION					INITIATIVE		
INT INTELLIGENCE					DAMAGE REDUCTION		
WIS WISDOM					BOMB		
CHA CHARISMA					POWER 2		
AC ARMOR CLASS							
TOUCH AC					FLAT FOOTED AC		

FORTITUDE CONSTITUTION	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC. MOD.	TEMP. MOD.
REFLEX DEXTERITY						
WILL WISDOM						
B.A.B.		SPELL RESISTANCE		ENERGY RESISTANCE		
CMB						
CMD						

WEAPON			
CRITICAL	TYPE	RANGE	AMMO
ATTACK	DAMAGE		

WEAPON			
CRITICAL	TYPE	RANGE	AMMO
ATTACK	DAMAGE		

WEAPON			
CRITICAL	TYPE	RANGE	AMMO
ATTACK	DAMAGE		

WEAPON			
CRITICAL	TYPE	RANGE	AMMO
ATTACK	DAMAGE		

WEAPON			
CRITICAL	TYPE	RANGE	AMMO
ATTACK	DAMAGE		

MOVEMENT

BASE SPEED	ARMOR SPEED	BURROW		
FLY	MANEUVERABILITY	SWIM	CLIMB	TEMP. MODS

SKILLS

SKILL NAMES	TOTAL	ABILIT	RANKS	MISC
<input type="checkbox"/> ACROBATICS		=DEX	+	+
<input checked="" type="checkbox"/> APPRAISE		=INT	+	+
<input checked="" type="checkbox"/> ARTISTRY		=INT	+	+
<input type="checkbox"/> BLUFF		=CHA	+	+
<input type="checkbox"/> CLIMB		=STR	+	+
<input checked="" type="checkbox"/> CRAFT (A)		=INT	+	+
<input checked="" type="checkbox"/> CRAFT (B)		=INT	+	+
<input checked="" type="checkbox"/> CRAFT (C)		=INT	+	+
<input type="checkbox"/> DIPLOMACY		=CHA	+	+
<input checked="" type="checkbox"/> DISABLE DEVICE		=DEX	+	+
<input type="checkbox"/> DISGUISE		=CHA	+	+
<input type="checkbox"/> ESCAPE ARTIST		=DEX	+	+
<input checked="" type="checkbox"/> FLY		=DEX	+	+
<input type="checkbox"/> HANDLE ANIMAL *		=CHA	+	+
<input checked="" type="checkbox"/> HEAL		=WIS	+	+
<input type="checkbox"/> INTIMIDATE		=CHA	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA)		=INT	+	+
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*		=INT	+	+
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*		=INT	+	+
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*		=INT	+	+
<input type="checkbox"/> KNOWLEDGE (HISTORY)*		=INT	+	+
<input type="checkbox"/> KNOWLEDGE (LOCAL)*		=INT	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (NATURE)		=INT	+	+
<input type="checkbox"/> KNOWLEDGE (NOBILITY)*		=INT	+	+
<input type="checkbox"/> KNOWLEDGE (PLANES)*		=INT	+	+
<input type="checkbox"/> KNOWLEDGE (RELIGION)*		=INT	+	+
<input type="checkbox"/> LINGUISTICS*		=INT	+	+
<input checked="" type="checkbox"/> LORE		=INT	+	+
<input checked="" type="checkbox"/> PERCEPTION		=WIS	+	+
<input type="checkbox"/> PERFORM (A)		=CHA	+	+
<input type="checkbox"/> PERFORM (B)		=CHA	+	+
<input checked="" type="checkbox"/> PROFESSION (A)		=WIS	+	+
<input checked="" type="checkbox"/> PROFESSION (B)*		=WIS	+	+
<input type="checkbox"/> RIDE		=DEX	+	+
<input type="checkbox"/> SENSE MOTIVE		=WIS	+	+
<input checked="" type="checkbox"/> SLEIGHT OF HAND		=DEX	+	+
<input checked="" type="checkbox"/> SPELLCRAFT		=INT	+	+
<input type="checkbox"/> STEALTH		=DEX	+	+
<input checked="" type="checkbox"/> SURVIVAL		=WIS	+	+
<input type="checkbox"/> SWIM		=STR	+	+
<input checked="" type="checkbox"/> USE MAGIC DEVICE		=CHA	+	+

X CLASS SKILL \* TRAINED ONLY

CONDITIONAL MODIFIERS

LANGUAGES

[illegible]

LIGHT LOAD		LIFT OVER HEAD		PP GP SP CP	EXPERIENCE POINTS
MEDIUM LOAD		LIFT OFF GROUND			
HEAVY LOAD		DRAG OR PUSH			NEXT LEVEL

ALCHEMIST SPELL BOOK

SPELL LEVEL	1	2	3	4	5	6
SPELLS PER DAY (ADJUSTED)	4 (6)	4 (6)	2 (3)	-	-	-

PREPARED SPELLS

PREPARED SPELL LEVEL 1	METAMAGIC	SCHOOL	DURATION	CAST TIME	RANGE/AREA	SAVE	SR	DC

PREPARED SPELL LEVEL 2	METAMAGIC	SCHOOL	DURATION	CAST TIME	RANGE/AREA	SAVE	SR	DC

PREPARED SPELL LEVEL 3	METAMAGIC	SCHOOL	DURATION	CAST TIME	RANGE/AREA	SAVE	SR	DC

KNOWN SPELLS

SPELL LEVEL 1	Heightened Awareness; Reduce Person; Shield; Targeted Bomb Admixture;
SPELL LEVEL 2	Alchemical Allocation; Fox's Cunning; Touch Injection;
SPELL LEVEL 3	Channel Vigor; Fly;

## FEATS

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### ARMOR PROFICIENCY, LIGHT

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Requirements: None

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

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### BREW POTION

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Requirements: Caster level 3rd.

You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures or objects. Brewing a potion takes 2 hours if its base price is 250 gp or less, otherwise brewing a potion takes 1 day for each 1,000 gp in its base price. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. To brew a potion, you must use up raw materials costing one half this base price. See the magic item creation rules in Chapter 15 for more information. When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

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### BURN! BURN! BURN!

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Requirements: Disable Device 1 rank, goblin.

You deal an extra 1d4 points of fire damage when you attack with fire from an alchemical or nonmagical source (such as with alchemical fire or torches) and gain a +4 competence bonus on Reflex saving throws made to avoid catching on fire or to put yourself out when on fire. Additional damage caused by this feat does not apply to magical attacks (such as an alchemist's bomb) or to splash damage.

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### EXTRA DISCOVERY

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Requirements: Discovery class feature.

You gain one additional discovery. You must meet all of the prerequisites for this discovery.

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### POINT-BLANK SHOT

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Requirements: None

You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

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### RAPID SHOT

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Requirements: Dex 13, Point-Blank Shot.

When making a full-attack action with a ranged weapon, you can fire one additional time this round at your highest bonus. All of your attack rolls take a -2 penalty when using Rapid Shot.

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### THROW ANYTHING

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Requirements: None

You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

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### TWO-WEAPON FIGHTING

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Requirements: Dex 15.

Your penalties on attack rolls for fighting with two weapons are reduced. the penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Chapter 8.

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## WEAPON PROFICIENCY, SIMPLE

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Requirements: None

You make attack rolls with simple weapons without penalty.

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## Description

A PFRPG character build.

## Notes

No build notes.