

# FUMBUS

ALCHEMIST

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## EQUIPMENT

ANCESTRY	GOBLIN (CHARHIDE GOBLIN)	BACKGROUND	PATHFINDER HOPEFUL
SPEED	25 FEET	PERCEPTION	+3 (TRAINED)
SENSES	DARKVISION		
LANGUAGES	COMMON, DRACONIC, GOBLIN, JOTUN, ORCISH, OSIRIANI	CLASS DC	17
STRENGTH	DEXTERITY	CONSTITUTION	
<b>STR</b> +0	<b>DEX</b> +3	<b>CON</b> +1	
INTELLIGENCE	WISDOM	CHARISMA	
<b>INT</b> +4	<b>WIS</b> +0	<b>CHA</b> +1	

BULK	Current: 4, 8 L; Maximum: 5 Bulk
WORN	lesser acid ask (2), lesser alchemist's re (4), alchemist's toolkit, backpack, lesser cheetah's elixir, dogslicer, minor elixir of life (2), leather armor, thieves' toolkit
STOWED	bedroll, int and steel, formula book, hooded lantern, oil (8 pints), rations (3 weeks), repair kit, waterskin
WEALTH	2 gp, 7 sp

## DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS	RESISTANCE
	15	17	FIRE 1
FORTITUDE	REFLEX	WILL	
+6	+8	+3	

## STRIKES

MELEE	& ' dogslicer +6 [+2/-2] (agile, backstabber, nesse, goblin), 1d6 slashing
RANGED	& ' bomb +6 [+1/-4] (thrown 20 feet), see equipment

## SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+6 •	+4	+3 •
CRAFTING (INT)	DECEPTION (CHA)	DIPLOMACY (CHA)
+7 •	+1	+4 •
INTIMIDATION (CHA)	COOKING LORE (INT)	PATHFINDER SOCIETY LORE
+1	+7 •	+7 •
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
+3 •	+0	+4
PERFORMANCE (CHA)	RELIGION (WIS)	SOCIETY (INT)
+1	+0	+7 •
STEALTH (DEX)	SURVIVAL (WIS)	THIEVERY (DEX)
+6 •	+3 •	+6 •

• = TRAINED •• = EXPERT ••• = MASTER

## FEATS AND ABILITIES

ANCESTRY ABILITIES	charhide goblin, darkvision, Goblin Weapon Familiarity
CLASS FEATS	Quick Bomber
SKILL FEATS	Additional Lore (cooking)*, Alchemical Crafting
CLASS ABILITIES	alchemy, formula book, research eld (bomber)

\* Abilities with an asterisk have already been calculated into Fumbus's statistics and do not appear elsewhere.

## WHAT IS AN ALCHEMIST?

You are an inventor, tinkerer, and even saboteur, capable of augmenting your allies with potent elixirs and destroying your enemies with bombs.

## EQUIPMENT

The following rules apply to Fumbus's equipment (including his prepared bombs and alchemical items).

**Acid Flask, Lesser** A thrown acid flask deals 1 acid damage, 1d6 persistent acid damage, and 1 acid splash damage.

**Agile** (trait) The multiple attack penalty you take on the second attack each round with this weapon is -4 instead of -5, and -8 instead of -10 on the third and any further attacks in the round.

**Alchemist's Fire, Lesser** A thrown flask of alchemist's fire deals 1d8 fire damage, 1 persistent fire damage, and 1 fire splash damage.

**Alchemist's Toolkit** This mobile collection of vials and chemicals can be used for simple alchemical tasks. If you wear your alchemist's toolkit, you can draw and replace them as part of the action that uses them.

**Backpack** A backpack can hold up to 4 Bulk worth of items. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible. The first 2 Bulk of items stowed in your backpack do not count against your Bulk limits (and are not included in your current Bulk).

**Backstabber** (trait) When you hit an opponent-guard creature, this weapon deals 1 additional precision damage.

**Cheetah's Elixir, Lesser** (alchemical, consumable, elixir) Upon drinking this elixir, you gain a +5 status bonus to your Speed for 1 minute. This was not crafted during daily preparations.

**Elixir of Life, Minor** Upon drinking this elixir, you regain 1d6 Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.

**Finesse** (trait) You can use your Dexterity instead of Strength to calculate your attack bonus (but not damage rolls) with this melee weapon.

**Goblin** (trait) People of the goblin ancestry craft and use these weapons.

**Repair Toolkit** You need a thieves' toolkit to Pick Locks or Disable Devices (of some types) using the Thievery skill. If your thieves' toolkit is broken, you can repair it by replacing the lock picks with replacement picks appropriate to your toolkit; this doesn't require using the Repair action. If you wear your thieves' toolkit, you can draw and replace it as part of the action that uses it.

**Splash** (trait) If an attack with a splash weapon fails, succeeds, or critically succeeds, all creatures within 5 feet of the target (including the target) take the listed splash damage. On a failure (but not a critical failure), the target of the attack still takes the splash damage. Add splash damage together with the initial damage against the target before applying the target's weaknesses or resistances. You don't multiply splash damage on a critical hit. When you use a weapon or effect with the splash trait, you don't add your Strength modifier to the damage roll.

**Thieves' Toolkit** You need these tools in order to Pick Locks or Disable Devices.

**Thrown** (trait) You can throw this weapon as a ranged attack.

**Versatile Vial** (alchemical, bomb, consumable, infused, splash): When used as a bomb, this deals 1d6 acid, cold, electricity or fire damage and 1 splash damage of the same type. See the Alchemical Abilities section for other uses.

## ALCHEMICAL ABILITIES

**Alchemical Crafting** You can use the Craft activity to create alchemical items.

**Alchemy** During your daily preparations, you spend some time to create alchemical items that can be used over the course of the day. You don't need to attempt a Crafting check to do this, you can use an alchemist's toolkit instead of an alchemist's lab, and you ignore both the number of days typically required to create the items and any alchemical raw materials requirements. You can Craft up to 8 items; each item must be in your formula book, have an item level equal to or lower than your level, and have the consumable trait. These items have the infused trait and remain potent for 24 hours or until your next daily preparations, whichever comes first. Fumbus has already crafted his typical 8 items (see Equipment). You can automatically identify alchemical items that you have the formula for.

**Quick Alchemy & (manipulate) Requirements** You're either holding or wearing an alchemist's toolkit and you have a free hand; **Effect** You can either use up a versatile vial to make another alchemical consumable at a moment's notice or create an especially short-lived versatile vial. Any effect created by an item made with Quick Alchemy that would have a duration longer than 10 minutes lasts for 10 minutes instead.

- **Create Consumable** You expend one of your versatile vials to create a single alchemical consumable item of your level or lower that's in your formula book. You don't have to spend the normal monetary cost in alchemical raw materials or need to attempt a Crafting check. This item has the infused trait, but it remains potent only until the start of your next turn.
- **Quick Vial** You create a versatile vial that can be used only as a bomb or for the versatile vial option from your research field (it can't be used to create a consumable, for example). This item has the infused trait, but it remains potent only until the end of your current turn.

**Versatile Vials** You know how to prepare fast-acting chemicals into versatile vials, special items that can be used as bombs and be turned into other alchemical items by introducing special reagents. During your daily preparations, you can create up to 6 versatile vials. For every 10 minutes you spend in exploration mode, you regain 2 vials; this doesn't prevent you from participating in other exploration activities.

Versatile vials are infused items, and are destroyed if not used by the next time you make your daily preparations. A vial you create is always the highest type you could Craft. See the Equipment section for statistics on using a versatile vial as a bomb. You can also use vials for Quick Alchemy (see above).

You can store all your versatile vials within your alchemist's toolkit, with no increase to its Bulk. Though versatile vials are physical objects, they can't be duplicated or preserved in any way.

## FEATS AND ABILITIES

Fumbus's feats and abilities are described below.

**Charhide Goblin** You gain fire resistance 1 (already factored into Fumbus's statistics). Your next check to remove any persistent fire damage is DC 10 instead of DC 15, which is reduced to DC 5 if another creature uses a particularly appropriate action to help.

**Darkvision** You can see in the dark as well as you can in bright light, though your darkvision is in black and white.

**Formula Book** You have a book of alchemical formulas for eight different alchemical items. These appear in the Alchemical Items section below.

**Goblin Weapon Familiarity** You are trained with the dogslicer and horsechopper.

**Quick Bomber &** You keep your bombs in easy-to-reach pouches and have learned to draw them without thinking. You Interact to draw a bomb, draw a versatile vial, or use Quick Alchemy to create a bomb, then Strike with the bomb.

**Research Field (Bomber)** When throwing an alchemical bomb with the splash trait, you can deal splash damage to only your primary target instead of the usual splash area. Additionally, when you Strike with a versatile vial, you can choose to have it deal cold, electricity or fire damage instead of acid damage.

## ALCHEMICAL ITEMS

You know how to craft the following alchemical items.

**Acid Flask, Lesser** (acid, alchemical, bomb, consumable, splash) **Level 1**; **Usage** held in 1 hand; **Bulk** L; **Activate &** (Strike); **Effect** This flask filled with corrosive acid deals 1 acid damage, 1d6 persistent acid damage, and 1 acid splash damage.

**Alchemist's Fire, Lesser** (alchemical, bomb, consumable, fire, splash) **Level 1**; **Usage** held in 1 hand; **Bulk** L; **Activate &** (Strike); **Effect** Alchemist's fire is a combination of several volatile liquids, typically stored in a sealed flask, that ignite when exposed to air. Alchemist's fire deals 1d8 fire damage, 1 persistent fire damage, and 1 fire splash damage.

**Bottled Lightning, Lesser** (alchemical, bomb, consumable, electricity, splash) **Level 1**; **Usage** held in 1 hand; **Bulk** L; **Activate &** (Strike); **Effect** Bottled lightning is packed with volatile reagents that create a blast of electricity when exposed to air. Bottled lightning deals 1d6 electricity damage and 1 persistent electricity damage, and on a hit, the target becomes unconscious until the start of your next turn.

**Cheetah's Elixir, Lesser** (alchemical, consumable, elixir) **Level 1**; **Usage** held in 1 hand; **Bulk** L; **Activate &** (manipulate); **Effect** Enzymatic compounds in this elixir strengthen and excite the muscles in your legs. You gain a +5-foot status bonus to your Speed for 1 minute.

**Dread Ampoule, Lesser** (alchemical, bomb, consumable, emotion, fear, mental, poison, splash) **Level 1**; **Usage** held in 1 hand; **Bulk** L; **Activate &** (Strike); **Effect** This flask is filled with a murky purple gas that briefly interferes with normal brain activity. A dread ampoule deals 1d6 mental damage and 1 mental splash damage. On a hit, the target becomes frightened 1, or frightened 2 on a critical hit.

**Eagle-Eye Elixir, Lesser** (alchemical, consumable, elixir) **Level 1**; **Usage** held in 1 hand; **Bulk** L; **Activate &** (manipulate); **Effect** After you drink this elixir, you gain a +1 item bonus to Perception checks (+2 to find secret doors and traps) for the next hour.

**Elixir of Life, Minor** (alchemical, consumable, elixir, healing) **Level 1**; **Usage** held in 1 hand; **Bulk** L; **Activate &** (manipulate); **Effect** Elixirs of life accelerate the body's natural healing processes and immune system. Upon drinking this elixir, you regain 1d6 Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.

**Versatile Vial** (alchemical, bomb, consumable, infused, splash) **Usage** held in 1 hand; **Bulk** –; **Activate &** (Strike); **Effect** A versatile vial deals 1d6 acid, cold, electricity or fire damage and 1 splash damage of the same type when used as a bomb. It can also be used for other purposes as listed in the Alchemical Abilities section.

Your alchemical bombs deal persistent damage.

## PERSISTENT DAMAGE

Persistent damage comes from effects like acid, being on fire, or many other situations. It appears as "X persistent [type] damage," where "X" is the amount of damage dealt and "[type]" is the damage type. Instead of taking persistent damage immediately, you take it at the end of each of your turns as long as you have the condition, rolling any damage dice anew each time. After you take persistent damage, roll a DC 15 at check to see if you recover from the persistent damage. If you succeed, the condition ends.