

Kasidra Temerith

Character Name

Alchemist (Grenadier) 1

CLASS

1 (1/2)

0 / 2000

Character Level (CR)

EXP/NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	DAMAGE	PENALTY
STR	10		+0		
DEX	16		+3		
CON	11		+0		
INT	20		+5		
WIS	10		+0		
CHA	10		+0		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE	+2	= +2	+ +0	+ +0	+ +0	+ +0	
REFLEX	+5	= +2	+ +3	+ +0	+ +0	+ +0	
WILL	+0	= +0	+ +0	+ +0	+ +0	+ +0	

Conditional Combat Modifiers:

You take a -1 penalty on attack rolls while using your shield arm to wield a weapon.

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
	+0	= +0	+ +0	+ +0	+ +0	+ 0	
RANGED	+3	= +0	+ +3	+ +0	+ +0	+ 0	
CMB	+0	= +0	+ +0	+ +0			
CMB	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN	
	+0	+0	+0	+0	+0	+0	
CMD	13	13	13	13	13	13	

Bomb	TOTAL ATTACK BONUS	DAMAGE	CRIT / MULT	RANGE
Fire	+4	1d6+5	20/ x2	20 ft.

Rng	20 ft.	40 ft.	60 ft.	80 ft.	100 ft.
TH	+4	+2	0	-2	-4

*Masterwork Longbow		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	P	M	20/x3	5 ft.
Range: 30 ft.		To Hit: +4		Damage: 1d8		
TH	100 ft.	200 ft.	300 ft.	400 ft.	500 ft.	
	+4	+2	+0	-2	-4	
Dam	1d8	1d8	1d8	1d8	1d8	
	600 ft.	700 ft.	800 ft.	900 ft.	1000 ft.	
TH	-6	-8	-10	-12	-14	
	1d8	1d8	1d8	1d8	1d8	

*Masterwork Buckler	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped		M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
-4		1d3			

Special Properties: Applies a -1 to hit to Two-Handed Weapon, or Off-hand held weapon., Applies a -1 to hit to Two-Handed Weapon, or Off-hand held weapon.

Alchemist's Fire (Flask)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	F	M	20/x2	5 ft.
TH	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
	+4	+2	+0	-2	-4	
Dam	1d6+5	1d6+5	1d6+5	1d6+5	1d6+5	

Special Properties: Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage.

*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Masterwork Chain Shirt	Light	+4	+4	-1	20
*Masterwork Buckler	Shield	+1		+0	5
Applies a -1 to hit to Two-Handed Weapon, or Off-hand held weapon., Applies a -1 to hit to Two-Handed Weapon, or Off-hand held weapon.					

Marco Antonio

Player Name

Tiefling / Outsider

RACE

0

Feminino

GENDER

AGE

HP	8	WOUNDS/CURRENT HP			SUBDUAL DAMAGE			DAMAGE REDUCTION			SPEED		
AC	18	15	13	10	4	1	3	0	0	0	0	0	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	Morale	MISC
INITIATIVE	+5	+3	+2	MISS CHANCE		25	-3	0	SPELL RESIST				
TOTAL		DEX MODIFIER	MISC MODIFIER										

Encumbrance

Medium

None

Deity

Medium / 5 ft. x 5 ft.

SIZE / FACE

None

Region

0' 0" / 0 lbs.

HEIGHT / WEIGHT

Chaotic Neutral

Alignment

Darkvision (60 ft.)

VISION

25

Points

TOTAL SKILLPOINTS: 9		SKILLS		MAX RANKS: 1/1			
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓ Acrobatics	DEX	1	=	3	+ 1	+ -3	
✓ Acrobatics (Jump)	DEX	-3	=	3	+ 1	+ -7	
✓ Appraise	INT	9	=	5	+ 1	+ 3	
✓ Bluff	CHA	0	=	0			
✓ Climb	STR	-3	=	0		+ -3	
✓ Craft (Alchemy)	INT	9	=	5	+ 1	+ 3	
✓ Craft (Alchemy) (Create item)	INT	10	=	5	+ 1	+ 4	
✓ Craft (Untrained)	INT	5	=	5			
✓ Diplomacy	CHA	0	=	0			
✓ Disguise	CHA	0	=	0			
✓ Escape Artist	DEX	0	=	3		+ -3	
✓ Fly	DEX	0	=	3		+ -3	
✓ Heal	WIS	0	=	0			
✓ Intimidate	CHA	0	=	0			
✓ Knowledge (Arcana)	INT	9	=	5	+ 1	+ 3	
✓ Knowledge (Nature)	INT	9	=	5	+ 1	+ 3	
✓ Perception	WIS	4	=	0	+ 1	+ 3	
✓ Perform (Untrained)	CHA	0	=	0			
✓ Ride	DEX	0	=	3		+ -3	
✓ Sense Motive	WIS	0	=	0			
✓ Sleight of Hand	DEX	4	=	3	+ 1		
✓ Spellcraft	INT	9	=	5	+ 1	+ 3	
✓ Stealth	DEX	0	=	3		+ -3	
✓ Survival	WIS	0	=	0			
✓ Swim	STR	-3	=	0		+ -3	
			=		+	+	
			=		+	+	

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

Bomb

Uses per Day

Bomb (Su):You can use 8 bombs each day. 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+5 points of fire damage. Your bombs also inflict an additional 0d6 points of fire damage that is not multiplied on a critical hit or by using feats such as Vital Strike. Splash damage from an your bomb is always equal to the bomb's minimum damage (6). Those caught in the splash damage can attempt a DC 15 Reflex save for half damage. [Paizo Inc. - Advanced Player's Guide, p.27]

Bomb		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	F	M	20/x2	5 ft.
Range: 20 ft.		To Hit: +4		Damage: 1d6+5		
30 ft.		40 ft.		60 ft.		
80 ft.		100 ft.				
TH						
	+2	+2	+0	-2	-4	
Dam	1d6+5	1d6+5	1d6+5	1d6+5	1d6+5	

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Masterwork Longbow	Equipped	1	3 / 375	
Masterwork Chain Shirt	Equipped	1	25 / 250	
Scholar's Outfit	Equipped	1	6 / 0	
Masterwork Buckler	Equipped	1	5 / 155	
Applies a -1 to hit to Two-Handed Weapon, or Off-hand held weapon., Applies a -1 to hit to Two-Handed Weapon, or Off-hand held weapon.				
Alchemist's Fire (Flask)	Carried	2	1 (2) / 20 (40)	
☐☐ Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage.				
Formula Book	Carried	1	3 / 15	
Bomb	Carried	1	0 / 0	
TOTAL WEIGHT CARRIED/VALUE		44 lbs.	835gp	

WEIGHT ALLOWANCE					
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

MONEY	
Total= 0 gp [Unspent Funds = 80 gp]	

MAGIC	
Languages	
Abyssal, Common, Draconic, Dwarven, Elven, Infernal, Orc	

Other Companions	
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Archetypes	
Grenadier	[Paizo Inc. - Pathfinder Society Field Guide, p.30]
<p>Grenadiers train to exercise their talents in the thick of battle, even when not under the influence of their mutagens. They learn methods of combining weapon attacks with their alchemical magic, and sacrifice skill with poisons in order to become more adept at using alchemical bombs or using alchemical items in conjunction with their martial skills. As an unusual side effect of their skill at handling bombs and alchemical items with increased speed, grenadiers master the ability to drink potions, elixirs, and mutagens quickly and safely, without exposing themselves to peril while doing so.</p>	

Traits	
Lessons of Faith	[Paizo Publishing - Inner Sea Gods]
<p>You have a knack for avoiding trouble.</p>	
Rich Parents	[Paizo Inc. - Second Darkness Player's Guide, p.14]
<p>You were born into a rich family, perhaps even the nobility. Your starting cash increases to 900 gp.</p>	

Special Attacks	
Bomb (Su)	[Paizo Inc. - Advanced Player's Guide, p.27]
<p>You can use 8 bombs each day. 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+5 points of fire damage. Your bombs also inflict an additional 0d6 points of fire damage that is not multiplied on a critical hit or by using feats such as Vital Strike. Splash damage from an your bomb is always equal to the bomb's minimum damage (6). Those caught in the splash damage can attempt a DC 15 Reflex save for half damage.</p>	
Throw Anything (Ex)	[Paizo Inc. - Advanced Player's Guide, p.27]
<p>You gain the Throw Anything feat as a bonus feat. 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.</p>	

Special Qualities	
Alchemy (Su)	[Paizo Inc. - Advanced Player's Guide, p.26]
<p>When using Craft (Alchemy) to create an alchemical item, you gains a +1 competence bonus on the Craft (alchemy) check. In addition, you can use Craft (Alchemy) to identify potions as if using Detect Magic. He must hold the potion for 1 round to make such a check.</p>	
Beguiling Liar	[Paizo Inc. - Advanced Race Guide, p.168]
<p>Many tieflings find that the best way to get along in the world is to tell others what they want to hear. These tieflings' practice of telling habitual falsehoods grants them a</p>	

+4 racial bonus on Bluff checks to convince an opponent that what they are saying is true when they tell a lie. This racial trait replaces skilled.

Bonus Alchemist Bomb Damage	[Paizo Inc. - Advanced Race Guide, p.170]
<p>Alchemist: Add +1/2 to the alchemist's bomb damage.</p>	

Darkvision (Ex)	[Paizo Inc. - Bestiary]
<p>Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.</p>	

Fiendish Language (Ex)	[Paizo Inc. - Bestiary, p.169]
<p>Tieflings speak either Abyssal or Infernal.</p>	

Fiendish Resistance (Ex)	[Paizo Inc. - Bestiary, p.169]
<p>Tieflings have cold resistance 5, electricity resistance 5, and fire resistance 5.</p>	

Martial Weapon Proficiency	[Paizo Inc. - Pathfinder Society Field Guide, p.30]
<p>At 1st level, a grenadier picks one martial weapon to become proficient in the use of. This ability replaces Brew Potion.</p>	

Mutagen (Su)	[Paizo Inc. - Advanced Player's Guide, p.27]
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You know how to 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 brews a second dose, any existing mutagen becomes inert. A mutagen that is not in your 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. 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 15 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 an alchemist drinks a mutagen, the effects of any previous mutagen immediately end.

Prehensile Tail	[Paizo Inc. - Advanced Race Guide, p.169]
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Many tieflings have tails, but some have long, flexible tails that can be used to carry items. While they cannot wield weapons with their tails, they can use them to retrieve small, stowed objects carried on their persons as a swift action. This racial trait replaces fiendish sorcery.

Resistance to Cold (Ex)	[Paizo Inc. - Bestiary, p.303]
<p>You may ignore 5 points of Cold damage each time you take cold damage.</p>	

Resistance to Electricity (Ex)	[Paizo Inc. - Bestiary, p.303]
<p>You may ignore 5 points of Electricity damage each time you take electricity damage.</p>	

Resistance to Fire (Ex)	[Paizo Inc. - Bestiary, p.303]
<p>You may ignore 5 points of Fire damage each time you take fire damage.</p>	

Spell-Like Ability (Sp)	[Paizo Inc. - Bestiary, p.169]
<p>Tieflings can use darkness 1/day as a spell-like ability.</p>	

Feats	
Extra Bombs	[Paizo Inc. - Advanced Player's Guide, p.159]
<p>You can throw more bombs per day.</p>	
<p>You can throw two additional bombs per day. Special - You can gain Extra Bombs multiple times. Its effects stack.</p>	
Martial Weapon Proficiency (Longbow)	[Paizo Inc. - Core Rulebook, p.130]
<p>You understand how to use your chosen martial weapon in combat.</p>	
<p>You make attack rolls with the selected weapon normally (without the non-proficient penalty).</p>	
Throw Anything	[Paizo Inc. - Core Rulebook, p.135]
<p>You are used to throwing things you have on hand.</p>	
<p>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.</p>	

Proficiencies	
<p>Battle Aspergillum, Bayonet, Blowgun, Boar Spear, Boarding Pike, Bomb, Brass Knife, Brass Knuckles, Cestus, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Hook Hand, Javelin, Longbow, Longspear, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Quarterstaff, Rock, Shortspear, Sickle,</p>	

Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light)
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Templates

Bypass Advanced Race Spell Restrictions

Innate Racial Spells

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> Darkness	Evocation [Darkness]	1 standard action	1 minutes [D]	Touch	CR:p.263

[V, M/DF] **TARGET:** Object touched; **EFFECT:** This spell causes an object to radiate darkness out to a 20-foot radius. [SR:No]

* =Domain/Speciality Spell

Alchemist Spells

LEVEL	0	1	2	3	4	5	6
PER DAY	—	3	—	—	—	—	—
Concentration	+6						

LEVEL 1 / Per Day:3 / Caster Level:1

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Bomber's Eye	Transmutation	1 standard action	1 rounds	Personal	APG:p.206
[S] TARGET: You; EFFECT: Increases thrown weapon range; +1 attack.					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crafter's Fortune	Transmutation	1 standard action	1 days or until discharged [D]	Close (25 ft.)	APG:p.213
[V, S, F (a tool)] TARGET: one creature; EFFECT: Subject gains +5 on next Craft check. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cure Light Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a living creature, you channel positive energy that cures 1d8+1 points of damage. [SR:Yes (harmless); see text; DC:16, Will half (harmless); see text]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Enlarge Person	Transmutation	1 round	1 minutes [D]	Close (25 ft.)	CR:p.277
[V, S, M] TARGET: One humanoid creature; EFFECT: This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. [SR:Yes; DC:16, Fortitude negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Shield	Abjuration [Force]	1 standard action	1 minutes [D]	Personal	CR:p.342
[V, S] TARGET: You; EFFECT: Shield creates an invisible shield of force that hovers in front of you.					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Targeted Bomb Admixture	Transmutation	1 standard action	1 rounds	Personal	UC:p.246
[V, S] TARGET: You; EFFECT: Empowers bombs you throw to deal more damage to a single creature.					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> True Strike	Divination	1 standard action	See text	Personal	CR:p.363
[V, F] TARGET: You; EFFECT: You gain temporary, intuitive insight into the immediate future during your next attack.					

* =Domain/Speciality Spell

Innate

☐Darkness

Spellbook: Padrão

Alchemist

Level 1

- ☐Cure Light Wounds (DC:16)
- ☐Shield
- ☐Targeted Bomb Admixture

Kasidra Temerith

Tiefling

RACE

0

AGE

Feminino

GENDER

Darkvision (60 ft.)

VISION

Chaotic Neutral

ALIGNMENT

Direita

DOMINANT HAND

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

None

DEITY

Outsider

Race Type

Race Sub Type

Description:
Biography: