FUMBUS

ALCHEMIST 3

ANCESTRY	GOBLIN (CHARHIDE GOBLIN)	**BACKGROUND**	PATHFINDER HOPEFUL
SPEED	25 FEET	**PERCEPTION**	+5 (TRAINED)
SENSES	DARKVISION		
LANGUAGES	COMMON, DRACONIC, GOBLIN, JOTUN, ORCISH, OSIRIANI	**CLASS DC**	19

STRENGTH		DEXTERITY		CONSTITUTION	
STR	+0	**DEX**	+3	**CON**	+1

INTELLIGENCE		WISDOM		CHARISMA	
INT	+4	**WIS**	+0	**CHA**	+1

EQUIPMENT

BULK	**Worn:** 3, 1 L; **Stowed:** 1, 7 L
WORN	moderate acid flask (2), moderate alchemist's fire (4), alchemist's toolkit, backpack, lesser cheetah's elixir, *crafter's eyepiece*, dogslicer, minor elixir of life (2), leather armor, thieves' toolkit
STOWED	bedroll, flint and steel, formula book, hooded lantern, oil (8 pints), rations (3 weeks), repair toolkit, waterskin
WEALTH	3 gp, 4 sp

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS	RESISTANCE
	33	19	FIRE 1

FORTITUDE	REFLEX	WILL
+8	+10	+5

STRIKES

MELEE	❖ dogslicer +8 [+4/+0] (agile, backstabber, finesse, goblin), 1d6 slashing
RANGED	❖ bomb +9 [+4/-1] (thrown 30 feet), see equipment

SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+8 ●	+4	+5 ●
CRAFTING (INT)	**DECEPTION (CHA)**	**DIPLOMACY (CHA)**
+12 ●●	+1	+6 ●
INTIMIDATION (CHA)	**COOKING LORE (INT)**	**PATHFINDER SOCIETY LORE**
+1	+9 ●	+9 ●
MEDICINE (WIS)	**NATURE (WIS)**	**OCCULTISM (INT)**
+5 ●	+0	+4
PERFORMANCE (CHA)	**RELIGION (WIS)**	**SOCIETY (INT)**
+1	+0	+9 ●
STEALTH (DEX)	**SURVIVAL (WIS)**	**THIEVERY (DEX)**
+8 ●	+5 ●	+8 ●

● = TRAINED ●● = EXPERT ●●● = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES	charhide goblin, darkvision, Goblin Weapon Familiarity
CLASS FEATS	Far Lobber*, Quick Bomber
GENERAL FEATS	Breath Control
SKILL FEATS	Additional Lore (cooking)*, Alchemical Crafting, Crafter's Appraisal
CLASS ABILITIES	alchemy, formula book, research field (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, Moderate** A thrown acid flask deals 1 acid damage, 2d6 persistent acid damage, and 2 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, Moderate** A thrown flask of alchemist's fire deals 2d8 fire damage, 2 persistent fire damage, and 2 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 off-guard creature, this weapon deals 1 additional precision damage.

☐ **Cheetah's Elixir, Lesser** Upon drinking this elixir, you gain a +5 status bonus to your Speed for 1 minute.

Crafter's Eyepiece (invested, magical) This rugged metal eyepiece etched with square patterns is designed to be worn over a single eye. Twisting the lens reveals a faint three-dimensional outline of an item you plan to build or repair, with helpful labels on the component parts. You gain a +1 item bonus to Crafting checks. When you Repair an item, increase the Hit Points restored to 30 on a success or 45 on a critical success.

☐☐ **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 A repair toolkit is required to Repair items with the Crafting skill.

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 when used as a bomb. 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.
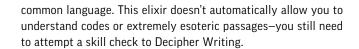
FEATS AND ABILITIES

Fumbus's feats and abilities are described below.

Breath Control You can breathe even in hazardous or sparse air. You can hold your breath for 25 times as long as usual before suffocating. You gain a +1 circumstance bonus to saving throws against inhaled threats, such as inhaled poisons, and if you roll a success on such a saving throw, you get a critical success instead.

Charhide Goblin You gain fire resistance 1 (already factored into

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Fumbus's statistics). Your flat 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.

Crafter's Appraisal You can use Crafting instead of a skill associated with a magic tradition to Identify Magic on magic items, though not on any other sorts of magic.

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 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, Moderate (acid, alchemical, bomb, consumable, splash) **Level** 3; **Usage** held in 1 hand; **Bulk** L; **Activate ❖** (Strike) **Effect** This flask filled with corrosive acid deals 1 acid damage, 2d6 persistent acid damage, and 2 acid splash damage.

Alchemist's Fire, Moderate (alchemical, bomb, consumable, fire, splash) **Level** 3; **Usage** held in 1 hand; **Bulk** L; **Activate ❖** (Strike) **Effect** Alchemist's fire is combination of several volatile liquids, typically stored in a sealed flask, that ignite when exposed to air. Alchemist's fire deals 2d8 fire damage, 2 persistent fire damage, and 2 fire splash damage.

Antiplague, Lesser (alchemical, consumable, elixir, healing) **Level** 1; **Usage** held in 1 hand; **Bulk** L; **Activate ❖** (manipulate) **Effect** Upon drinking an antiplague, you gain a +2 item bonus to Fortitude saving throws against diseases for 24 hours; this applies to your daily save against a disease's progression.

Bottled Lightning, Moderate (alchemical, bomb, consumable, electricity, splash) **Level** 3; **Usage** held in 1 hand; **Activate ❖** (Strike) **Effect** Bottled lightning is packed with volatile reagents that create a blast of electricity when exposed to air. Bottled lightning deals 2d6 electricity damage and 2 electricity splash damage, and on a hit, the target becomes off-guard 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.

Comprehension Elixir, Lesser (alchemical, consumable, elixir) **Level** 2; **Usage** held in 1 hand; **Bulk** L; **Activate ❖** (manipulate) **Effect** This bitter draft opens your mind to the potential of the written word. For 1 minute after drinking this elixir, you can understand any words you read, as long as they're written in a common language. This elixir doesn't automatically allow you to understand codes or extremely esoteric passages—you still need to attempt a skill check to Decipher Writing.

Dread Ampoule, Moderate (alchemical, bomb, consumable, emotion, fear, mental, poison, splash) **Level** 3; **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 2d6 mental damage and 2 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.

Frost Vial, Moderate (alchemical, bomb, cold, consumable, splash) **Level** 3; **Usage** held in 1 hand; **Bulk** L; **Activate ❖** (Strike) **Effect** The bright blue liquid reagents in this vial rapidly absorb heat when exposed to air. A frost vial deals 2d6 cold damage and 2 cold splash damage. On a hit, the target takes a -10-foot status penalty to its Speeds until the end of its next turn.

Ghost Charge, Moderate (alchemical, bomb, consumable, splash, vitality) **Level** 3; **Usage** held in 1 hand; **Bulk** L; **Activate ❖** (Strike) **Effect** These spring-loaded metal canisters contain a mixture of chemicals and salts that drain and disintegrate nearby undead creatures. A ghost charge deals 2d8 vitality damage and 2 vitality splash damage, though as usual for vitality damage, this damage harms only undead and creatures with void healing. Ghost charges are designed to explode even on contact with a spiritual substance, making them ideal for damaging incorporeal undead. A primary target that takes damage from a ghost charge becomes enfeebled 1 until the start of your next turn.

Glue Bomb, Moderate (alchemical, bomb, consumable) **Level** 3; **Usage** held in 1 hand; **Bulk** L; **Activate ❖** (Strike) **Effect** A glue bomb is a harmless explosive mechanism bursting with sticky substances. When you hit a creature with a glue bomb, that creature takes a -15-foot status penalty to its Speeds for 1 minute.

On a critical hit, a creature in contact with a solid surface becomes stuck to the surface and immobilized for 1 round, and a creature flying via wings has its wings tangled, causing it to fall safely to the ground and become unable to Fly again for 1 round. Glue bombs aren't effective when used on a creature that's in water.

The target can end any effects by Escaping (DC 19) or spending a total of 3 manipulate actions to carefully remove the sticky substances. These manipulate actions don't have to be consecutive, and other creatures can provide the actions as well.

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.

CONDITIONS

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 flat check to see if you recover from the persistent damage. If you succeed, the condition ends.