

Shillvei Fadvess

Character Name

Alchemist 10

CLASS

10 (9)

105000 / 155000

Character Level (CR)

EXP/NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	9	-1	9	-1		
DEX Dexterity	15	+2	15	+2		
CON Constitution	10	+0	10	+0		
INT Intelligence	20	+5	20	+5		
WIS Wisdom	13	+1	13	+1		
CHA Charisma	8	-1	8	-1		

SAVING THROWS

TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	
FORTITUDE (constitution)	+7	= +7	+ +0	+ +0	+ +0	+ +0	
REFLEX (dexterity)	+9	= +7	+ +2	+ +0	+ +0	+ +0	
WILL (wisdom)	+5	= +3	+ +1	+ +0	+ +1	+ +0	

Talbert

Player Name

Elf (Savage Elf) / Humanoid

RACE

221

Male

AGE

GENDER

EYES

HAIR

Points

SPEED

Walk 30 ft.

WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION
HP hit points	57	
AC armor class	25	23
INITIATIVE modifier	+4	+2
Encumbrance	Light	

None

Region

0' 0" / 0 lbs.

HEIGHT / WEIGHT

VISION

15

Points

SPEED

Walk 30 ft.

MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST
30	-2	0					

Conditional Save Modifiers:

+2 vs. enchantment spells and effects

TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP	
MELEE attack bonus	+6/+1	= +7/+2	+ -1	+ +0	+ +0	+ 0	
RANGED attack bonus	+9/+4	= +7/+2	+ +2	+ +0	+ +0	+ 0	
CMB attack bonus	+6/+1	= +7/+2	+ -1	+ +0	+	+	

GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
CMB	+6/+1	+6/+1	+6/+1	+6	+6

DIRTY TRICK	DRAW	REPOSITION	STEAL
CMB	+6	+6	+6

CMD	19	19	19

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+6/+1	1d3-1	20/x2	5 ft.

Special Properties:

*Darkwood Shield	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped		M	20/x2	5 ft.

TOTAL ATTACK BONUS	DAMAGE
+2/-3	1d4-1

Special Properties: darkwood

Dagger	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	PS	M	19-20/x2	5 ft.

To Hit	Dam	To Hit	Dam		
1H-P	+6/+1	1d4-1	2W-P-(OH)	+0/-5	1d4-1
1H-O	+2/-3	1d4-1	2W-P-(OL)	+2/-3	1d4-1
2H	+6/+1	1d4-1	2W-OH	-2	1d4-1

10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+9/+4	+7/+2	+5/+0	+3/-2	+1/-4
Dam	1d4-1	1d4-1	1d4-1	1d4-1	1d4-1

Masterwork Spear	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped	P	M	20/x3	5 ft.

To Hit	Dam	To Hit	Dam		
2H	+7/+2	1d8-1	2W-OH	N/A	N/A

Range: 20 ft. To Hit: +10/+5 Damage: 1d8-1

30 ft.	40 ft.	60 ft.	80 ft.	100 ft.	
TH	+8/+3	+8/+3	+6/+1	+4/-1	+2/-3
Dam	1d8-1	1d8-1	1d8-1	1d8-1	1d8-1

Special Properties: brace

\*: 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
*Celestial Armor	Light	+9	+8	-2	15
*Darkwood Shield	Heavy	+2		+0	15
darkwood					
*Amulet of Natural Armor +1		+1		+0	0
*Ring of Protection +1		+1		+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Acrobatics	DEX	3	= 2	+ 1	
Appraise	INT	12	= 5	+ 4	+ 3
Bluff	CHA	3	= -1	+ 1	+ 3
Climb	STR	1	= -1	+ 4	+ -2
Craft (Alchemy)	INT	20	= 5	+ 10	+ 5
Craft (Alchemy) (Create item)	INT	30	= 5	+ 10	+ 15
Craft (Untrained)	INT	5	= 5		
Diplomacy	CHA	4	= -1	+ 2	+ 3
Disable Device	DEX	10	= 2	+ 5	+ 3
Disguise	CHA	3	= -1	+ 1	+ 3
Escape Artist	DEX	0	= 2		+ -2
Fly	DEX	4	= 2	+ 1	+ 1
Heal	WIS	13	= 1	+ 7	+ 5
Intimidate	CHA	2	= -1		+ 3
Knowledge (Arcana)	INT	14	= 5	+ 6	+ 3
Knowledge (Dungeoneering)	INT	6	= 5	+ 1	
Knowledge (Engineering)	INT	6	= 5	+ 1	
Knowledge (Geography)	INT	6	= 5	+ 1	
Knowledge (History)	INT	6	= 5	+ 1	
Knowledge (Local)	INT	6	= 5	+ 1	
Knowledge (Nature)	INT	9	= 5	+ 1	+ 3
Knowledge (Nobility)	INT	6	= 5	+ 1	
Knowledge (Planes)	INT	6	= 5	+ 1	
Knowledge (Religion)	INT	6	= 5	+ 1	
Linguistics(Read Lips)	INT	6	= 5	+ 1	
Perception	WIS	15	= 1	+ 9	+ 5
Perform (Untrained)	CHA	2	= -1		+ 3
Ride	DEX	2	= 2	+ 2	+ -2
Sense Motive	WIS	3	= 1		+ 2
Sleight of Hand	DEX	4	= 2	+ 1	+ 1
Spellcraft	INT	11	= 5	+ 3	+ 3
Stealth	DEX	5	= 2	+ 5	+ -2
Survival	WIS	13	= 1	+ 9	+ 3
Swim	STR	1	= -1	+ 4	+ -2
Use Magic Device	CHA	12	= -1	+ 7	+ 6
			= +	+ +	
			= +	+ +	

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

Bomb

Uses per Day

Bomb (Su):You can use 15 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 4d6 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 (10). Those caught in the splash damage can attempt a DC 20 Reflex save for half damage. [Paizo Inc. - Advanced Player's Guide, p.27]

*Bomb				HAND	TYPE	SIZE	CRITICAL	REACH
				Primary	F	M	20/x2	5 ft.
Range: 20 ft.		To Hit: +10/+5			Damage: 1d6+5			
	30 ft.	40 ft.	60 ft.		80 ft.		100 ft.	
TH	+8/+3	+8/+3	+6/+1		+4/-1		+2/-3	
Spal	1d6+5	1d6+5	1d6+5		1d6+5		1d6+5	
Special Properties: 4d6 bonus damage								

Equipment			
Item	Location	Qty	WT / Cost
<b>Amulet of Natural Armor +1</b>	Equipped	1	0 / 2,000
Aura: faint transmutation, Caster Level: 5th, Construction Cost: 1,000 gp, Construction Requirements: Craft Wondrous Item, barkskin, creator's caster level must be at least three times the amulet's bonus, Slot: neck			
<b>Circlet of Persuasion</b>	Equipped	1	0 / 4,500
Aura: faint transmutation, Caster Level: 5th, Construction Cost: 2,250 gp, Construction Requirements: Craft Wondrous Item, eagle's splendor, Slot: head			
<b>Ring of Protection +1</b>	Equipped	1	0 / 2,000
Aura: faint abjuration, Caster Level: 5th, Construction Cost: 1,000 gp, Construction Requirements: Forge Ring, shield of faith, caster must be of a level at least three times the bonus of the ring, Slot: ring			
<b>Ring of the Ram</b>	Equipped	1	0 / 8,600
Once per day as a swift action, the wearer can take an additional move action to move on his turn.			
Aura: moderate transmutation, Caster Level: 9th, Construction Cost: 4,300 gp, Construction Requirements: Forge Ring, bull's strength, telekinesis, Slot: ring			
<b>Celestial Armor</b>	Equipped	1	20 / 22,400
Aura: faint transmutation [good], Caster Level: 5th, Construction Cost: 11,350 gp, Construction Requirements: Craft Magic Arms and Armor, fly, creator must be good, Slot: armor			
<b>Muleback Cords</b>	Equipped	1	1 / 1,000
<b>Quick Runner's Shirt</b>	Equipped	1	0 / 1,000
Once per day as a swift action, the wearer can take an additional move action to move on his turn.			
<b>Darkwood Shield</b>	Equipped	1	5 / 257
darkwood			
<b>Boro Bead (2nd)</b>	Equipped	1	0 / 4,000
<b>Bag of Holding (Type II)</b>	Equipped	1	25 / 5,000
Aura: moderate conjuration, Caster Level: 9th, Construction Cost: 2,500 gp, Construction Requirements: Craft Wondrous Item, secret chest, Slot: none13.5 lbs., 1 Alchemist's Lab, 1 Alchemist's Kit, 1 Alchemist's Lab, Portable, 10 Dagger, 6 Potion of Cure Light Wounds (Crafted), 6 Potion of Cure Serious Wounds (Crafted), 4 Potion of Cure Moderate Wounds (Crafted), 3 Potion of Heroism (Crafted), 3 Potion of Fly (Crafted), 4 Potion of Barkskin (Crafted), 4 Potion of Blur (Crafted), 1 Thieves' Tools (Masterwork), 5 Poison-Large Scorpion Venom (Crafted), 7 Poison-Drow Poison (Crafted), 5 Poison-Blue Whinnis (Crafted), 7 Poison-Black Adder Venom (Crafted), 2 Potion of Cure Moderate Wounds, 2 Potion of Delay Poison, 2 Potion of Heroism, 2 Potion (Resist Energy/Sorcerer/4th), 1 Rope (50 ft.), 1 Masterwork Spear, 3 Smokestick, 2 Antitoxin, 20 Tindertwig			
<b>Alchemist's Lab</b>	Bag of Holding (Type II)	1	40 / 200
<b>Alchemist's Kit</b>	Bag of Holding (Type II)	1	24 / 40
This kit includes an alchemy crafting kit, a backpack, a bedroll, a belt pouch, a flint and steel, ink, an inkpen, an iron pot, a mess kit, soap, torches (10), trail rations (5 days), and a waterskin.			
<b>Alchemist's Lab, Portable</b>	Bag of Holding (Type II)	1	20 / 75
<b>Dagger</b>	Bag of Holding (Type II)	10	1 (10) / 2 (20)
<b>Dagger</b>	Carried	10	1 (10) / 2 (20)
<b>Potion of Cure Light Wounds (Crafted)</b>	Bag of Holding (Type II)	6	0 (0) / 23.8 (142.5)
Cures 1d8+1 points of damage, (Potion of Cure Light Wounds)Aura: faint conjuration (healing), Caster Level: 1st, Construction Cost: 25 gp, Construction Requirements: Brew Potion, cure light wounds, Slot: none			
<b>Potion of Cure Serious Wounds (Crafted)</b>	Bag of Holding (Type II)	6	0 (0) / 213.8 (1,282.5)
Cures 3d8+5 points of damage, (Potion of Cure Serious Wounds)Aura: faint conjuration (healing), Caster Level: 5th, Construction Cost: 375 gp, Construction Requirements: Brew Potion, cure serious wounds, Slot: none			
<b>Potion of Cure Moderate Wounds (Crafted)</b>	Bag of Holding (Type II)	4	0 (0) / 95 (380)
Cures 2d8+3 points of damage, (Potion of Cure Moderate Wounds)Aura: faint conjuration (healing), Caster Level: 3rd, Construction Cost: 150 gp, Construction Requirements: Brew Potion, cure moderate wounds, Slot: none			
<b>Potion of Cure Moderate Wounds (Crafted)</b>	Carried	2	0 (0) / 95 (190)
Cures 2d8+3 points of damage, (Potion of Cure Moderate Wounds)Aura: faint conjuration (healing), Caster Level: 3rd, Construction Cost: 150 gp, Construction Requirements: Brew Potion, cure moderate wounds, Slot: none			
<b>Potion of Heroism (Crafted)</b>	Bag of Holding (Type II)	3	0 (0) / 213.8 (641.2)
+2 morale bonus on attack rolls, saves, and skill checks for 50 minutes, (Potion of Heroism)Aura: faint enchantment (compulsion), Caster Level: 5th, Construction Cost: 375 gp, Construction Requirements: Brew Potion, heroism, Slot: none			
<b>Potion of Fly (Crafted)</b>	Bag of Holding (Type II)	3	0 (0) / 213.8 (641.2)
Gain fly speed 60 ft. with good maneuverability and +2 bonus to Fly checks for 3 minutes, (Potion of Fly)Aura: faint transmutation, Caster Level: 5th, Construction Cost: 375 gp, Construction Requirements: Brew Potion, fly, Slot: none			
<b>Potion of Barkskin (Crafted)</b>	Bag of Holding (Type II)	4	0 (0) / 142.5 (570)
+2 enhancement bonus to natural armor for 30 minutes, (Potion of Barkskin)Aura: faint transmutation, Caster Level: 3rd, Construction Cost: 150 gp, Construction Requirements: Brew Potion, barkskin, Slot: none			
<b>Potion of Blur (Crafted)</b>	Bag of Holding (Type II)	4	0 (0) / 142.5 (570)
Grants concealment (20% miss chance) for 3 minutes, (Potion of Blur)Aura: faint illusion (glamer), Caster Level: 3rd, Construction Cost: 150 gp, Construction Requirements: Brew Potion, blur, Slot: none			
<b>Thieves' Tools (Masterwork)</b>	Bag of Holding (Type II)	1	2 / 100
Plural: No			
TOTAL WEIGHT CARRIED/VALUE		64.5 lbs.	66,524.8gp

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
<b>Thieves' Tools (Masterwork)</b>	Equipped	1	2 / 100	
Plural: No				
<b>Poison-Large Scorpion Venom (Crafted)</b>	Bag of Holding (Type II)	5	0 (0) / 95 (475)	
Injury; Fort DC 17; Freq 1 rnd (6); Effect 1d2 Str dmg; Cure 1 save, (Poison, Large Scorpion Venom)Plural: No				
<b>Poison-Drow Poison (Crafted)</b>	Bag of Holding (Type II)	7	0 (0) / 35.6 (249.4)	
Injury; Fort DC 13; Freq 1 min (2); Effect unconsciousness for 1 min/unconsciousness for 2d4 hours; Cure 1 save, (Poison, Drow Poison)Plural: No				
<b>Poison-Drow Poison (Crafted)</b>	Pouch, Belt	3	0 (0) / 35.6 (106.9)	
Injury; Fort DC 13; Freq 1 min (2); Effect unconsciousness for 1 min/unconsciousness for 2d4 hours; Cure 1 save, (Poison, Drow Poison)Plural: No				
<b>Poison-Blue Whinnis (Crafted)</b>	Bag of Holding (Type II)	5	0 (0) / 57 (285)	
Injury; Fort DC 14; Freq 1 rnd (2); Effect 1 Con dmg/unconsciousness for 1d3 hrs; Cure 1 save, (Poison, Blue Whinnis)Plural: No				
<b>Poison-Black Adder Venom (Crafted)</b>	Bag of Holding (Type II)	7	0 (0) / 57 (399)	
Injury; Fort DC 11; Freq 1 rnd (6); Effect 1d2 Con dmg; Cure 1 save, (Poison, Black Adder Venom)Plural: No				
<b>Poison-Black Adder Venom (Crafted)</b>	Pouch, Belt	3	0 (0) / 57 (171)	
Injury; Fort DC 11; Freq 1 rnd (6); Effect 1d2 Con dmg; Cure 1 save, (Poison, Black Adder Venom)Plural: No				
<b>Potion of Cure Moderate Wounds</b>	Bag of Holding (Type II)	2	0 (0) / 300 (600)	
Cures 2d8+3 points of damageAura: faint conjuration (healing), Caster Level: 3rd, Construction Cost: 150 gp, Construction Requirements: Brew Potion, cure moderate wounds, Slot: none				
<b>Potion of Delay Poison</b>	Bag of Holding (Type II)	2	0 (0) / 300 (600)	
Become immune to poison for 3 hoursAura: faint conjuration (healing), Caster Level: 3rd, Construction Cost: 150 gp, Construction Requirements: Brew Potion, delay poison, Slot: none				
<b>Potion of Heroism</b>	Bag of Holding (Type II)	2	0 (0) / 750 (1,500)	
+2 morale bonus on attack rolls, saves, and skill checks for 50 minutesAura: faint enchantment (compulsion), Caster Level: 5th, Construction Cost: 375 gp, Construction Requirements: Brew Potion, heroism, Slot: none				
<b>Potion (Resist Energy/Sorcerer/4th)</b>	Bag of Holding (Type II)	2	0 (0) / 400 (800)	
<b>Rope (50 ft.)</b>	Bag of Holding (Type II)	1	10 / 1	
Plural: No				
<b>Masterwork Spear</b>	Bag of Holding (Type II)	1	6 / 302	
brake				
<b>Smokestick</b>	Bag of Holding (Type II)	3	0.5 (1.5) / 20 (60)	
<b>Antitoxin</b>	Bag of Holding (Type II)	2	0 (0) / 50 (100)	
+5 alchemical bonus to Fortitude saves against poison for 1 hour, gain a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.Plural: Vials of, Single: Vial of				
<b>Tindertwig</b>	Bag of Holding (Type II)	20	0 (0) / 1 (20)	
0 lbs., 3 Poison-Drow Poison (Crafted), 3 Poison-Black Adder Venom (Crafted)				
<b>Ioun Torch</b>	Equipped	1	0 / 75	
<b>Pouch, Belt</b>	Equipped	1	0.5 / 1	
0 lbs., 3 Poison-Drow Poison (Crafted), 3 Poison-Black Adder Venom (Crafted)				
<b>Healer's Kit</b>	Equipped	1	1 / 50	
0 lbs., 3 Poison-Drow Poison (Crafted), 3 Poison-Black Adder Venom (Crafted)				
<b>Poisoner's Gloves</b>	Carried	1	0 / 5,000	
<b>Bomb</b>	Equipped	1	0 / 0	
4d6 bonus damage				
TOTAL WEIGHT CARRIED/VALUE		64.5 lbs.	66,524.8gp	

WEIGHT ALLOWANCE			
Light	86	Medium	173
Lift over head	260	Lift off ground	520
		Heavy	260
		Push / Drag	1300

MONEY	
Total= 0 gp [Unspent Funds = 3,202.03 gp]	

MAGIC

**Languages**  
Celestial, Common, Draconic, Elven, Gnome, Orc, Read Lips, Sylvan

Other Companions
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	Traits	
<b>Hedge Magician</b>		<b>[Paizo Inc. - Advanced Player's Guide, p.329]</b>
<p>You apprenticed for a time to a craftsman who often built magic items, and he taught you many handy shortcuts and cost-saving techniques. Whenever you craft a magic item, you reduce the required gp cost to make the item by 5%</p>		
<b>Indomitable Faith</b>		<b>[Paizo Publishing - Ultimate Campaign]</b>
<p>You were born in a region where your faith was not popular, but you still have never abandoned it. Your constant struggle to maintain your own faith has bolstered your drive. You gain a +1 trait bonus on Will saves.</p>		

Special Attacks	
<b>Bomb (Su)</b>	<b>[ APG ]</b>
You can use 15 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 4d6 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 (10). Those caught in the splash damage can attempt a DC 20 Reflex save for half damage.	
<b>Eternal Grudge (Ex)</b>	<b>[ APG ]</b>
Elves with this racial trait grew up in secluded, isolationist communities where generations-old slights and quarrels linger as eternal blood feuds. They receive a +1 bonus on attack rolls against humanoids of the dwarf and orc subtypes due to special training against these hated foes.	
<b>Force Bomb*</b>	<b>[ APG ]</b>
When the alchemist creates a bomb, he can choose to have it inflict force damage. Force bombs deal 5d4 points of force damage instead of the normal damage for a bomb. Creatures that take a direct hit from a force bomb are knocked prone unless they succeed on a Reflex save.	
<b>Tanglefoot Bomb* (Su)</b>	<b>[ UM ]</b>
A creature that takes a direct hit from a tanglefoot bomb must save against the bomb's DC or be entangled and glued to the floor as if it had failed its save against a tanglefoot bag (see page 160 of the Core Rulebook). Creatures in the splash area that fail their saves are entangled but not glued to the floor; those who make this save are not entangled at all.	
<b>Throw Anything (Ex)</b>	<b>[ APG ]</b>
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.	

Special Qualities	
<b>Alchemy (Su)</b>	<b>[ APG ]</b>
When using Craft (Alchemy) to create an alchemical item, you gains a +10 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.	
<b>Bonus Extract Formulae (4x)</b>	<b>[ ARG ]</b>
Add one extract formulae from the alchemist's list to the character's formulae book. This formulae must be at least one level below the highest formulae level the alchemist can create.	
<b>Brew Potion (Ex)</b>	<b>[ APG ]</b>
You receive Brew Potion as a bonus feat. You can brew potions of any formulae you know (up to 3rd level), using your alchemist level as caster level. The spell must be one that can be made into a potion. You do not need to meet the prerequisites for this feat.	
<b>Elven Immunities (Ex)</b>	<b>[ CR ]</b>
Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.	
<b>Enhance Potion</b>	<b>[ APG ]</b>
A number of times per day equal to his Intelligence modifier, the alchemist can cause any potion he drinks to function at a caster level equal to his class level.	
<b>Familiar's Alertness ability Active (Ex)</b>	<b>[ CR ]</b>
PC has a familiar that has the Alertness (Ex) ability and it is within arms' reach, the master gains the Alertness feat.	
<b>Fleet-Footed (Ex)</b>	<b>[ ARG ]</b>
While all elves are naturally lithe and agile, some also are naturally speedy and have a strong desire to rush into situations rather than worrying about looking ahead. Elves with this racial trait receive Run as a bonus feat and a +2 racial bonus on initiative checks. This racial trait replaces keen senses and weapon familiarity.	
<b>Formulae</b>	<b>[ APG ]</b>
An alchemist may know any number of formulae. He stores his formulae in a special tome called a formula book. He must refer to this book whenever he prepares an extract but not when he consumes it. An alchemist begins play with two 1st-level formulae of his choice, plus a number of additional forumlae equal to his Intelligence modifier. At each new alchemist level, he gains one new formula of any level that he can create. An alchemist can also add formulae to his book just like a wizard adds spells to his spellbook, using the same costs, pages, and time requirements. An alchemist can study a wizard's spellbook to learn any formula that is equivalent to a spell the spellbook contains. A wizard, however, cannot learn spells from a formula book. An alchemist does not need to decipher arcane writings before copying them.	
<b>Healing Touch (Ex)</b>	<b>[ UM ]</b>
You gain the ability to heal other creatures. As a standard action, you may touch a creature and apply 1 round's effect of your spontaneous healing discovery to that creature; this counts toward your spontaneous healing limit for the day. Your daily limit for hit points healed by spontaneous healing increases to 5 times your alchemist level. This ability only functions if the target is the same type of creature (humanoid, undead, and so on) as you.	
<b>Immunity to Poison (Ex)</b>	<b>[ B1 ]</b>
You never take poison damage.	
<b>Infusion</b>	<b>[ APG ]</b>
When the alchemist creates an extract, he can infuse it with an extra bit of his own magical power. The extract created now persists even after the alchemist sets it down. As long as the extract exists, it continues to occupy one of the alchemist's	

daily extract slots. An infused extract can be imbibed by a non-alchemist to gain its effects.	
<b>Low-Light Vision (Ex)</b>	<b>[ B1 ]</b>
You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.	
<b>Mutagen (Su)</b>	<b>[ APG ]</b>
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 100 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 20 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.	
<b>Poison Resistance (Ex)</b>	<b>[ APG ]</b>
You are completely immune to poison.	
<b>Poison Use (Ex)</b>	<b>[ APG ]</b>
You are trained in the use of poison and cannot accidentally poison yourself when applying poison to a weapon.	
<b>Savage Elf</b>	<b>[ ARG ]</b>
In lands where every day is a constant struggle to survive and the niceties of civilization are rare, elves adapt to depend on swift strikes and lifelong vigilance to keep their families alive. These elves have the eternal grudge and fleet-footed alternate racial traits.	
<b>Spontaneous Healing (Ex)</b>	<b>[ UM ]</b>
You gain the ability to heal from wounds rapidly. As a free action once per round, you can heal 5 hit points as if you had the fast healing ability. You can heal 50 hit points per day in this manner. If you fall unconscious because of hit point damage and you still have healing available from this ability, the ability activates automatically each round until you are conscious again or the ability is depleted for the day.	
<b>Swift Alchemy (Ex)</b>	<b>[ APG ]</b>
You can create alchemical items with astounding speed. It takes you half the normal amount of time to create alchemical items, and you can apply poison to a weapon as a move action.	
<b>Swift Poisoning (Ex)</b>	<b>[ APG ]</b>
You can apply a dose of poison to a weapon as a swift action.	
<b>Tumor Familiar (Ex)</b>	<b>[ UM ]</b>
You create a Diminutive or Tiny tumor on your body, usually on your back or stomach. As a standard action, you can have the tumor detach itself from your body as a separate creature vaguely resembling a kind of animal suitable for a familiar (bat, cat, and so on) and move about as if it were an independent creature. The tumor can reattach itself to you as a standard action. The tumor has all the abilities of the animal it resembles (for example, a batlike tumor can fly) and familiar abilities based on your caster level (though some familiar abilities may be useless to an alchemist). The tumor acts as your familiar whether attached or separated (providing a skill bonus, the Alertness feat, and so on). When attached to you, the tumor has fast healing 5. Your extracts and mutagens are considered spells for the purposes of familiar abilities like share spells and deliver touch spells. If a tumor familiar is lost or dies, it can be replaced 1 week later through a specialized procedure that costs 200 gp per alchemist level. The ritual takes 8 hours to complete.	
<b>Wings (Ex)</b>	<b>[ UM ]</b>
You gain batlike, birdlike, or insectlike functional wings, allowing you to fly as the Fly spell for 10 minutes per day. These minutes do not need to be consecutive, but they must be spent in 1-minute increments. You can select this discovery multiple times; each time you do so, you add your caster level to the number of minutes per day that you can fly with the wings. This flight is an extraordinary ability.	
Feats	
<b>Extra Discovery (3x)</b>	<b>[APG]</b>
You have made a new alchemical discovery.	
You gain one additional discovery. You must meet all of the prerequisites for this discovery. Special - You can gain Extra Discovery multiple times.	
<b>Master Alchemist</b>	<b>[APG]</b>
Your mastery of alchemy is nearly supernatural.	
You receive a +2 bonus on Craft (alchemy) checks, and you may create mundane alchemical items much more quickly than normal. When making poisons, you	

can create a number of doses equal to your Intelligence modifier (minimum 1) at one time. These additional doses do not increase the time required, but they do increase the raw material cost. In addition, whenever you make alchemical items or poisons using Craft (alchemy), use the item's gp value as its sp value when determining your progress (do not multiply the item's gp cost by 10 to determine its sp cost).

**Shield Proficiency** [CR]

You are trained in how to properly use a shield.  
When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

**Run** [Paizo Inc. - Core Rulebook, p.132]

You are swift of foot.  
When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

**Throw Anything** [Paizo Inc. - Core Rulebook, p.135]

You are used to throwing things you have on hand.  
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.

**Alertness (Granted)** [CR]

You often notice things that others might miss.  
You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

**Brew Potion (Granted)** [CR]

You can create magic potions.  
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.

**Proficiencies**

Battle Aspergillum, Bayonet, Blowgun, Boar Spear, Bomb, Brass Knuckles, Cestus, Club, Heavy Crossbow, Light Crossbow, Dagger, Punching Dagger, Dart, Gauntlet, Spiked Gauntlet, Grapple, Javelin, Longspear, Heavy Mace, Light Mace, Mere Club, Morningstar, Quarterstaff, Rock, Shortspear, Sickle, Sling, Spear, Boar Spear, Ray Spells, Touch Spells, Splash Weapon, Stake, Unarmed Strike, Underwater Heavy Crossbow, Underwater Light Crossbow



Magic Item Spell-like Abilities

□Fly (DC:14)

Magic Item Spell-like Abilities

Name	School	Time	Duration	Range	Source
□ <a href="#">Fly</a>	Transmutation, AirSchool	1 standard action	5 minutes	Touch	CR:p.284
[V, S, F] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> The subject can fly at a speed of 60 feet [or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load]. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
* =Domain/Speciality Spell					

Alchemist Spells

LEVEL	0	1	2	3	4	5	6
PER DAY	—	7	5	4	2	—	—
Concentration	+15						

LEVEL 1 / Per Day:7 / Caster Level:10

Name	School	Time	Duration	Range	Source
□□□□ <a href="#">Blend</a>	Illusion (Glamer)	1 standard action	100 minutes	Personal	ARG:p.29
[S] <b>TARGET:</b> You; <b>EFFECT:</b> You draw upon your elven link to the wilderness to change the coloration of yourself and your equipment to match that of your surroundings. This grants you a +4 circumstance bonus on Stealth checks and allows you to make Stealth checks without cover or concealment, but only while you move no more than half your base speed or less. If you move more than half your base speed on your turn, you gain no benefit from this spell until the start of your next turn. If you make an attack, this spell ends [as invisibility]. [SR:No]					
□□□□ <a href="#">Comprehend Languages</a>	Divination	1 standard action	100 minutes	Personal	CR:p.258
[V, S, M/DF] <b>TARGET:</b> You; <b>EFFECT:</b> You can understand the spoken words of creatures or read otherwise incomprehensible written messages.					
□□□□ <a href="#">Crafter's Fortune</a>	Transmutation	1 standard action	10 days or until discharged [D]	Close (50 ft.)	APG:p.213
[V, S, F] <b>TARGET:</b> one creature; <b>EFFECT:</b> Subject gains +5 on next Craft check. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
□□□□ <a href="#">Cure Light Wounds</a>	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> When laying your hand upon a living creature, you channel positive energy that cures 1d8+5 points of damage. [SR:Yes (harmless); see text; DC:16, Will half (harmless); see text]					
□□□□ <a href="#">Detect Secret Doors</a>	Divination	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	CR:p.268
[V, S] <b>TARGET:</b> You; <b>EFFECT:</b> You can detect secret doors, compartments, caches, and so forth. [SR:No]					
□□□□ <a href="#">Expeditious Retreat</a>	Transmutation	1 standard action	10 minutes [D]	Personal	CR:p.279
[V, S] <b>TARGET:</b> You; <b>EFFECT:</b> This spell increases your base land speed by 30 feet.					
□□□□ <a href="#">Identify</a>	Divination	1 standard action	30 rounds [D]	60 ft.	CR:p.299
[V, S, M] <b>TARGET:</b> Cone-shaped emanation; <b>EFFECT:</b> This spell functions as detect magic, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession. [SR:No]					
□□□□ <a href="#">Shield</a>	Abjuration [Force]	1 standard action	10 minutes [D]	Personal	CR:p.342
[V, S] <b>TARGET:</b> You; <b>EFFECT:</b> Shield creates an invisible shield of force that hovers in front of you.					

LEVEL 2 / Per Day:5 / Caster Level:10

Name	School	Time	Duration	Range	Source
□□□□ <a href="#">Alchemical Allocation</a>	Transmutation	1 standard action	1 round	Personal	APG:p.201
[S] <b>TARGET:</b> You; <b>EFFECT:</b> Gain potion's benefits without consuming it.					
□□□□ <a href="#">Barkskin</a>	Transmutation	1 standard action	100 minutes	Touch	CR:p.246
[V, S, DF] <b>TARGET:</b> Living creature touched; <b>EFFECT:</b> Barkskin toughens a creature's skin granting a +4 enhancement bonus to the creature's existing natural armor bonus. [SR:Yes (harmless)]					
□□□□ <a href="#">Blur</a>	Illusion (Glamer)	1 standard action	10 minutes [D]	Touch	CR:p.251
[V] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> The subject's outline appears blurred, shifting, and wavering granting the subject concealment [20% miss chance]. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
□□□□ <a href="#">Cure Moderate Wounds</a>	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> When laying your hand upon a living creature, you channel positive energy that cures 2d8+10 points of damage. [SR:Yes (harmless) or yes; see text; DC:17, Will half (harmless) or Will half; see text]					
□□□□ <a href="#">Restoration (Lesser)</a>	Conjuration (Healing)	3 rounds	Instantaneous	Touch	CR:p.334
[V, S] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
□□□□ <a href="#">Touch Injection</a>	Transmutation	1 standard action	10 hours	Personal	UC:p.247
[V, S] <b>TARGET:</b> You; <b>EFFECT:</b> You can deliver an infusion, elixir, poison, or potion as a touch attack. [SR:No]					

LEVEL 3 / Per Day:4 / Caster Level:10

Name	School	Time	Duration	Range	Source
□□□□ <a href="#">Cure Serious Wounds</a>	Conjuration (Healing)	1 standard action	Instantaneous	Close (50 ft.)	CR:p.263
[V, S] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> When laying your hand upon a living creature, you channel positive energy that cures 3d8+10 points of damage. [SR:Yes (harmless) or yes; see text; DC:18, Will half (harmless) or Will half; see text]					
□□□□ <a href="#">Fly</a>	Transmutation, AirSchool	1 standard action	10 minutes	Touch	CR:p.284
[V, S, F] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> The subject can fly at a speed of 60 feet [or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load]. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
□□□□ <a href="#">Heroism</a>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	100 minutes	Touch	CR:p.295
[V, S] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> This spell imbues a single creature with great bravery and morale in battle. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
□□□□ <a href="#">Tongues</a>	Divination [WoodSchool]	1 standard action	100 minutes	Touch	CR:p.360
[V, M/DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. [SR:No; DC:18, Will negates (harmless)]					

LEVEL 4 / Per Day:2 / Caster Level:10

Name	School	Time	Duration	Range	Source
□□□□ <a href="#">Cure Critical Wounds</a>	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.262
[V, S] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> When laying your hand upon a living creature, you channel positive energy that cures 4d8+10 points of damage. [SR:Yes (harmless); see text; DC:19, Will half (harmless); see text]					
* =Domain/Speciality Spell					

# Shillvei Fadvess

RACE

221

AGE

Male

GENDER

Low-Light Vision

VISION

Chaotic Neutral

ALIGNMENT

Right

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

DEITY

Humanoid

Race Type

Race Sub Type

Description:  
Biography: