Character Name	Player	Alignment	Current XP	Next Level XP	XP Change
Sitha	Lauriane	Chaotic good			

Class	Race	Campaign	Deity	XP Speed(S/M/F)
Alchemist - Mindchemist	Vanara			

Level	Size	Age	Gender	Height	Weight	Eyes	Hair
8	M						

Ability	Score	Mod	Temp Score	Temp Mod
STR	9	-1	9	-1
DEX	17	3	19	4
CON	12	1	12	1
INT	18	4	20	5
WIS	12	1	12	1
CHA	7	-2	7	-2

Hero Points

Caster Level 8

	TOTAL	Current HP	Nonlethal Damage	Hit Dice	Damage Reduction
HP	62			d8	

AC	TOTAL	= 10 +	Armor	+	Shield	+	Dex	+	Dodge	+	Size	+	Natural	+	Deflect	+	Misc
	21		5		0		4		0		0		1		1		0

Touch	15	Flat-footed	17
CMD	20	FCMD	16

INIT	Total	=	Dex	+	Misc
	4		4		0

Speed	Armor Type
30 (climb 20)	L

Character Portrait

Light Load	30
Med Load	60
Max Load	90
Over Head	90
Off Ground	180
Push/ Drag	450

Saving Throws	Total	=	Base	+	Ability Mod	+	Magic Mod	+	Misc Mod	+	Temp Mod
FORTITUDE	9	=	6	+	1	+	2	+	0	+	0
REFLEX	12	=	6	+	4	+	2	+	0	+	0
WILL	5	=	2	+	1	+	2	+	0	+	0

	Total Attack Bonus	=	Base Attack Bonus	+	Str Mod	+	Size Mod	+	Misc Mod	+	Temp Mod
MELEE	+5	=	6	+	-1	+	0	+	0	+	0
CMB	+5	=	6	+	-1	+	0	+	0	+	0
RANGED	+10	=	6	+	4	+	0	+	0	+	0
	Total Attack Bonus		Base Attack Bonus		Dex Mod		Size Mod		Misc Mod		Temp Mod

Weapon	Total Attack Bonus	Damage	Critical	Range
Bomb (sans boost d'intelligence)	+11/+6 ou Rapid Shot +9/+9/+4	4d6+5+4 (+2 si boost)	20/x2	20ft (-1 per increme
Special Properties	Ammunition	Weight	Size	Type
Splash 13 (Ref DC19 half) (avec boost: 15 DC21				

Weapon	Total Attack Bonus	Damage	Critical	Range
Bomb (30 ft)	+12/+7 ou Rapid Shot +10/+10/+5	4d6+5+4+1 (+2 si boost)	20/x2	20ft
Special Properties	Ammunition	Weight	Size	Type
Splash 14 (Ref DC19 half) (avec boost: 16 DC21				

Weapon	Total Attack Bonus	Damage	Critical	Range
Light Crossbow (20 bolts)	+10 (+11 30ft)	1d8 (1+ 30ft)	19/x2	80ft
Special Properties	Ammunition	Weight	Size	Type
		6		

Weapon	Total Attack Bonus	Damage	Critical	Range
Dagger	+3	1d4-1	19/x2	
Special Properties	Ammunition	Weight	Size	Type

Armor/Protective Item	Worn	Type	AC Bonus	Check Pen	Max Dex
Mithral Chain Shirt +1	☑	Armor	5	0	
Special Properties			Weight	Spell Fail	Speed
			12.2		

Shield/Protective Item	Worn	Type	AC Bonus	Check Pen	Max Dex
	☐				
Special Properties			Weight	Spell Fail	Speed

Feats & Special Abilities

~ Feats ~
L1: Point-Blank Shot
L3: Extra Discovery
L5: Splash Weapon Mastery (Far Shot effect; add 1 square to splash area, when missed adjust fall square by 1)
L7 : Rapid Shot

~ Class features ~
Bomb 13/day, 4d6 - DC19 (15/day DC21 si boost)
Throw Anything (+1 splash weapon, can use improvise thrown weapons)
Alchemy (+6 craft item, can identify potions)
Brew Potion
Cognatogen
Poison resistance +6 (to Fort saves vs poison)
Perfect Recall (2x Int to Knowledge skills)
Swift Alchemy (prepare alchemical items in half the time, apply poison to a weapon as a move action)
Swift poisoning

~ Racial abilities ~
Nimble (+2 Acrobatics, Strealth)
Prehensile tail (retrieve small object as swift action)
Low-light vision
Climb speed 20' (+8 to Climb, can always take 10, accelerated climb at -5, always keep Dex when climbir

Automatic Bonus Progression
Dex +2, Int +2, resistance+2, deflection +1
toughening +1, armure +1/+1, arme +1/+1

~ Favored class bonus ~
+4 bomb damage (+1/2 levels)

~ Traits ~
Accelerated Drinker

~ Discoveries ~
L2: Precise Bomb
L3: Stink Bomb
L4 Smoke Bomb
L6: Infusion
L8: Fast Bomb

Skills [Auto Fill | Update CS | Clear]

Skill Name	Key Ab	CS	Skill Mod		Ab Mod		Rank		Misc Mod	ACP
Acrobatics	Dex	☐	6	=	4	+	0	+	2	0
Appraise	Int	☑	10	=	5	+	2	+	0	0
Bluff	Cha	☐	-2	=	-2	+	0	+	0	0
Climb	Str	☐	20	=	-1	+	8	+	13	0
Craft (alchemy)	Int	☑	16	=	5	+	8	+	0	0
Diplomacy	Cha	☐	-2	=	-2	+	0	+	0	0
Disable Device	Dex	☑	15	=	4	+	8	+	0	0
Disguise	Cha	☐	-2	=	-2	+	0	+	0	0
Escape Artist	Dex	☐	4	=	4	+	0	+	0	0
Fly	Dex	☑	8	=	4	+	1	+	0	0
Handle Animal	Cha	☐	-2	=	-2	+	0	+	0	0
Heal	Wis	☑	6	=	1	+	2	+	0	0
Intimidate	Cha	☐	-2	=	-2	+	0	+	0	0
Knowledge (Arcana)	Int	☑	16	=	5	+	3	+	5	0
Knowledge (Dungeoneering)	Int	☐	12	=	5	+	2	+	5	0
Knowledge (Engineering)	Int	☐	12	=	5	+	2	+	5	0
Knowledge (Geography)	Int	☐	12	=	5	+	2	+	5	0
Knowledge (History)	Int	☐	11	=	5	+	1	+	5	0
Knowledge (Local)	Int	☐	11	=	5	+	1	+	5	0
Knowledge (Nature)	Int	☑	17	=	5	+	4	+	5	0
Knowledge (Nobility)	Int	☐	10	=	5	+	0	+	5	0
Knowledge (Planes)	Int	☐	12	=	5	+	2	+	5	0
Knowledge (Religion)	Int	☐	10	=	5	+	0	+	5	0
Linguistics	Int	☐	11	=	5	+	2	+	4	0
Perception	Wis	☑	12	=	1	+	8	+	0	0
Perform	Cha	☐	-2	=	-2	+	0	+	0	0
Profession	Wis	☑	1	=	1	+	0	+	0	0
Ride	Dex	☐	5	=	4	+	1	+	0	0
Sense motive	Wis	☐	1	=	1	+	0	+	0	0
Sleight of hand	Dex	☑	4	=	4	+	0	+	0	0
Spellcraft	Int	☑	16	=	5	+	8	+	0	0
Stealth	Dex	☐	6	=	4	+	0	+	2	0
Survival	Wis	☑	1	=	1	+	0	+	0	0
Swim	Str	☐	-1	=	-1	+	0	+	0	0
Use magic device	Cha	☑	-2	=	-2	+	0	+	0	0
		☐		=		+		+		
		☐		=		+		+		
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		☐		=		+		+		
		☐		=		+		+		
Total Skill Points:							65			

Other Possessions

Item	Weight (lbs)	Loc
Acid x5	5	HH
Air Crystals x1	0	HH
Alchemist's fire x5	5	HH
Antitoxin x2	0	HH
Flash Powder x2	0	HH
Rusting Powder x2	0	HH
Shard Gel x2	2	HH
Smokestick x4	2	HH
Sneezing Power x1	2	HH
Sunrod x4	4	HH
Thunderstone x1	1	HH
Unstable Accelerant x10	5	HH
Vermin Repellent x1	0	HH
Ioun Torch	0	HH
Ring of Climbing	0	Worn
Formula Alembic	2	HH
Preserving Flask, lvl 1	0	HH
Alchemist's Lab (+2 to checks)		
Formula Book	3	HH
Alchemy Component Pouch	2	HH
Artisan's Outfit	4	Worn
Pouch	0.5	HH
Pocketed Scarf	0.5	Worn
Handy Haversack	5	
		Worn
Hybridization Funnel	2	HH
Barkskin x1		HH
Lesser Restoration x1		HH
Defensive Shock x1		HH
Investigate Mind x1		HH
Detect Secret Doors x1		HH
Endure Elements x1		HH
Expeditious Retreat x2		HH
Heightened Awareness x2		HH
Identify x1		HH
Reduce Person x2		HH
Shield x2		HH
Targeted Bomb Admixture x1		HH
Total Weight:	45	

Currency

9100 gp (suite à la réforme ABP)

Languages

Common	Vanaran
Celestial	Sylvan
Gnome	Goblin
Draconic	Ignan

Spell Saves

Save DC	LEVEL	Spells /Day	Bonus Spells
	0		0
16	1st	4	2
17	2nd	4	1
18	3rd	2	1
	4th		
	5th		
	6th		
	7th		
	8th		
	9th		

Psionics

Manifester Level			Key Ability
Base	Bonus	Max	Current

Spells & Powers

Number of Spells/Powers Known (Bards, Sorcerers, Psions & Psi Warriors)

0	1st	2nd	3rd	4th
5th	6th	7th	8th	9th

Spell/Power Name	# Cast /Mem	Spell/Power Name	# Cast /Mem
Adhesive Spittle	1		
Crafter's Fortune	1		
Detect Secret Doors	1		
Endure Elements	1		
Expeditious Retreat	1		
Heightened Awareness	1		
Identify	1		
Reduce Person	1		
Shield	1		
Targeted Bomb Admixture	1		
Lesser Restoration	2		
Alchemical Allocation	2		
See Invisibility	2		
Resist Energy	2		
Invisibility	2		
Cat's Grace	2		
Fox's Cunning	2		
Barkskin	2		
Channel Vigor	3		
Fly	3		
Displacement	3		
Monstrous Physique	3		

Statistic Block [NPC Gen Import] [Generate Statblock]

Condition and Effects

Monstrous Physique : - Charda (sm) (darkvision 60 ft., swim 30 ft, bite +13 (1d6+3 plus 1d6 cold), 4 claws +14 (1d4+3)) - Ningyo (sm) (darkvision 60 ft., swin 30 ft) 2 claws +2 (1d3–1), bite +2 (1d4–1) - Popobala (med) (darkvision 60 ft., fly 30 ft., climb 30 ft) bite +25 (2d6+6 plus 1d4 Cha drain), 2 talons +25 (1d6+6 plus grab and popobala fever), 2 wings +20 (1d6+3) - Deathsnatcher (see in darkness, fly 30 ft) bite +29 (2d6+10), 4 claws +29 (1d8+10/19–20), sting +29 (1d6+10 plus poison) - Gargoyle (med) (darkvision 60 ft, fly 30 ft), 2 claws +7 (1d6+2), bite +7 (1d4+2), gore +7 (1d4+2) - Euryale (darkvision 60 ft.) viper rod +35/+30/+25/+20 (1d8+14 plus poison), 6 snake bites +28 (1d6+4 plus poison) - Sabosan (darkvision 60 ft, fly 30 ft), bite +10 (1d6+3 plus bleed), 2 claws +10 (1d6+3 plus grab) - Rokurokubi (darkvision 60 ft), bite +24 (2d6+4/19–20 plus rokurokubi's curse), 2 claws +23 (1d6+4) (20 ft bite reach)

Additional Information

if small : +2 Dex, + 1 Natural Armor if medium : +2 Str, +2 Natural Armor

Other Notes

Private Notes