CLEAR PLAYER INFORMATION

RESET CHARACTER SHEET

CHARACTER		PLAYER		
Vinewurm				
Dark Elf	M	Female	5'8"	115
RACE & LA	SIZE	GENDER	HEIGHT	WEIGHT
130	N	None	Alchemist	
AGE	ALIGNMENT	DEITY	BACKGROUND OCCUPATION	
Common, Elven				
LANGUAGES				

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PATHFINDER® ROLEPLAYING GAME™

Forms by JamesTheBard (1.0.8) - www.jamesthebard.net

CLEAR CHARACTER STATS

ABILITY SCORE	TOTAL	MOD	BASE	INHERENT	ENHANCE	MISC
STR STRENGTH	13	+1	13			
DEX DEXTERITY	17	+3	16	+1		
CON CONSTITUTION	12	+1	13	-1		
INT INTELLIGENCE	18	+4	17	+1		
WIS WISDOM	14	+2	14			
CHA CHARISMA	11	0	11			

ABILITY SCORE NOTES & RACIAL NOTES

HITPOINTS

CLEAR CHARACTER VITALS

CURRENT HP	HP GAINED	HD
	56	d8
TEMPORARY HP		
TOTAL HP	56	

CLASS RECORDER

CLASS NAME	BAB	SKILLS	FORT	REF	WILL	LEVELS
Alchemist	+4	48	+5	+5	+2	6
FAVORED CLASS: TOTALS	+4	48	+5	+5	+2	6

MISCELLANIOUS TRACKING

ATTACKS & DEFENSE

CLEAR COMBAT STATS

ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT
AC ARMOR CLASS	19	=10+	+6	0	+3				
TOUCH ARMOR CLASS	13	=10+			+3				
FLAT-FOOT ARMOR CLASS	16	=10+	+6	0					

ARMOR PENALTY	-2
MAX DEX	+4
SPELL FAILURE	20%

COMBAT NOTES & MODIFIERS

CLEAR NOTES

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE
FORT FORTITUDE	+6	+5	+1	
REF REFLEX	+8	+5	+3	
WILL WILLPOWER	+4	+2	+2	

+2 save vs. enchantment (Elven Immunities)

+2 caster check to overcome spell resistance (Elven Magic)

immune to sleep effects

+4 resistance to poisons (Poison Resistance)

ATTACKS	TOTAL		BASE ATTACK BONUS		ABILITY	SIZE
MELEE ATTACK MODIFIER	+5		+4		+1	
RANGED ATTACK MODIFIER	+7		+4		+3	
CMB TO ATTACK	+5		+4		+1	0
CMD TO DEFEND	+18	=10+	+4	DEX +3	STR +1	0

SKILLS

48 RANKS — ARMOR PENALTY -2

CLASS		TOTAL	RANKS	ABILITY	TRAINED		
❑ Acrobatics ◆	DEX	1	0	3	0		
❑ Appraise	INT	6	2	4	0		
❑ Bluff	CHA	2	2	0	0		
❑ Climb ◆	STR	-1	0	1	0		
❑ Craft: *alchemy*	INT	12	8	4	0		
❑ Craft:	INT	4	0	4	0		
❑ Diplomacy	CHA	0	0	0	0		
❑ Disable Device ◆	DEX	5	4	3	0		
❑ Disguise	CHA	0	0	0	0		
❑ Escape Artist ◆	DEX	1	0	3	0		
❑ Fly ◆	DEX	1	0	3	0		
❑ Handle Animal	CHA	--	0	0	0		
❑ Heal	WIS	2	0	2	0		
❑ Intimidate	CHA	0	0	0	0		
❑ Kn: *science*	INT	12	8	4	0		
❑ Kn: *history*	INT	8	4	4	0		
❑ Kn: *geography*	INT	8	4	4	0		
❑ Kn:	INT	--	0	4	0		
❑ Kn:	INT	--	0	4	0		
❑ Kn:	INT	--	0	4	0		
❑ Linguistics	INT	6	2	4	0		
❑ Perception	WIS	8	4	2	0	2	
❑ Perform	CHA	0	0	0	0		
❑ Profession:	WIS	--	0	2	0		
❑ Ride ◆	DEX	1	0	3	0		
❑ Sense Motive	WIS	4	2	2	0		
❑ Sleight of Hand ◆	DEX	--	0	3	0		
❑ Spellcraft	INT	8	2	4	0	2	
❑ Stealth ◆	DEX	1	0	3	0		
❑ Survival	WIS	2	0	2	0		
❑ Swim ◆	STR	-1	0	1	0		
❑ Use Magic Device	CHA	6	6	0	0		
❑	CHA	0	0	0	0		
❑	CHA	0	0	0	0		
❑	CHA	0	0	0	0		

MARK A ❑ TO SHOW A CLASS SKILL. *CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.* SKILLS MARKED WITH ◆ ARE APPLIED ARMOR CHECK PENALTIES

FEATS & FEATURES

CLEAR FEATS AND FEATURES

CLASS FEATURES, RACIAL FEATURES, FEATS AND CHARACTER FEATURES

Low-Light Vision - See twice as far as a human in low light, distinguishing color and detail. (CR p.564)

Throw Anything - Add +4 to damage done with splash weapons.

Bomb - 10/day - You may create a bomb and throw a bomb as a standard action that provokes an attack of opportunity. Range is 20 feet. Make a ranged touch attack - a hit deals direct damage to the target and splash damage to all creatures within 5 feet. Misses roll a d8 to determine where they landed - see CR p.202. Hits score 3d6+4 points of damage. Splash damage is DC 17 Reflex check for half damage. (see Special Abilities for bombs)

Brew Potion - you may brew potions from formulae. (PH p.26)

Mutagen - takes 1 hour to brew. Increases strength, dexterity or constitution. See PH p. 26 for details.

Poison Use - You cannot accidentally poison yourself. (PH p.31)

Swift Alchemy - You create all alchemical items at double speed; You can apply poison as a move action. (PH p.31)

Swift Poisoning - You may apply a dose of poison as a swift action. (PH p.31)

Discovery - see below for bombs.

Extracts - You can create spell-like effects by brewing extracts on the spot. See spells for details

CLEAR EXPERIENCE

EXPERIENCE — SLOW ❑ MEDIUM ❑ FAST ❑ — /

INIT INITIATIVE	+3	SPEED 30	FLY	SWIM	CLIMB	

DR DAMAGE REDUCTION

SR SPELL RESIST

AP ACTION POINTS

RESISTANCES

RESISTANCES

CLEAR ARMOR AND SHIELD

	ARMOR & SHIELD	ENHANCE	AC BONUS	MAX DEX	PENATLY	SPELL FAIL	TYPE	SIZE	MATERIAL
Armor	Elven Chain		+6	+4	-2	20%	Light	20	Mithril
Shield									

PROFICIENCIES

CLEAR WEAPONS

WEAPONS & ATTACKS	ENHANCE	ATTACK MODIFIERS 1ST	2ND	3RD	4TH	5TH	6TH	7TH	DAMAGE	CRIT	RANGE	SIZE	TYPE	AMMO & NOTES
Mace		+5							1d8+1	20/x2	5	8	B	
Unarmed Strike		+5							1d3+1	20/x2	5	-	B	

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EQUIPMENT

CLEAR

QTY	⌘	ITEM	WEIGHT

ABILITY DCs

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SAVE DC	LEVEL	MAXIMUM SPELLS PER DAY: TOTAL	CLASS BONUS	ABILITY BONUS		TOTAL KNOWN
	0	0	0	INT		
15	1st	5	4	1		
16	2nd	4	3	1		
	3rd			1		
	4th			1		
	5th			0		
	6th			0		
	7th			0		
	8th			0		
	9th			0		

SHORT: 25FT + 5FT / 2 LVL | MEDIUM: 100FT + 10FT / LVL | LONG: 400FT + 40FT / LVL

POWER POINTS	TOTAL	CLASS	ABILITY	OTHER	POINTS USED

FAMILIAR & COMPANION

CLEAR

NAME

RACE/TEMPLATE

CLASS | LEVEL/HD

ABILITY	TOTAL	DEFENSES	TOTAL		TOTAL
STR STRENGTH		AC ARMOR CLASS		HP HIT POINTS	
DEX DEXTERITY		FORT FORTITUDE			
CON CONSTITUTION		REF REFLEX			
INT INTELLIGENCE		WILL WILLPOWER			
WIS WISDOM		SPD SPEED			
CHA CHARISMA		CMB MODIFIER			
		CMD MODIFIER			

ATTACK BONUSES: ATTACK | 1ST | 2ND | 3RD | 4TH | DAMAGE & CRIT

SPECIAL QUALITIES

SPELLS & POWERS

CLEAR | CASTER LEVEL

LEVEL	NAME & DESCRIPTION	SAVE DC	SR	PG
1	Cure Light Wounds - Cures 1d8+5 points of damage or damage undead. (CR p.263)			
1	Detect Secret Doors - range 60 feet; duration 6 minutes; You can detect secret doors, compartments, catches. It takes 3 rounds to gather full information. (CR p.268)			
1	Identify - range 60 feet; duration 18 rounds; This gives you a +10 enhancement bonus on Spellcraft checks to identify properties and command words of magic items. (CR p.299)			
1	Levitate - range 40 feet; 6 mintues; This spell allows you to move yourself, another creature, or an object up or down as you wish. Rate is 20 feet per round. Attack rolls made levitating is -1 per round (cumulative). (CR p.304)			
1	See Invisibility - duration 1 hour. This spell allows you to see invisible and ethereal creatures. (CR p.339)			

LEVEL	NAME & DESCRIPTION	SAVE DC	SR	PG
2	Fly - range touch; duration 6 minutes; Subject can fly at 60 feet. You may take other actions while flying. Armor or loads slows this speed. (CR p.284)			
2	Gaseous Form - range touch; duration 12 minutes; Subject and all gear carried becomes insubstantial, misty, and translucent. Movement is 10 feet per round and can pass through cracks, etc. (CR p.287)			
2	Haste - range 40 feet; duration 6 rounds; 6 creatures within 30 feet of each other; You may make an extra attack on a full attack. +1 to attacks, +1 to dodge AC, speed is +30 feet. (CR p.294)			
2	Water Breathing - range touch; duration 12 hours divided between each creature touched; the transmuted creature can breathe water freely. (CR p.368)			

CLEAR GROUP

CLEAR

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