

FUMBUS

ALCHEMIST

1

ANCESTRY GOBLIN
(CHARHIDE GOBLIN)

BACKGROUND PATHFINDER
HOPEFUL

SPEED 25 FEET

PERCEPTION +3 (TRAINED)
DARKVISION

ALIGNMENT CHAOTIC NEUTRAL

LANGUAGES COMMON, DRACONIC, GOBLIN, JOTUN, ORCISH, OSIRIANI

STRENGTH

STR 10
MODIFIER (+0)

DEXTERITY

DEX 16
MODIFIER (+3)

CONSTITUTION

CON 12
MODIFIER (+1)

INTELLIGENCE

INT 18
MODIFIER (+4)

WISDOM

WIS 10
MODIFIER (+0)

CHARISMA

CHA 12
MODIFIER (+1)

STRIKES

MELEE ➤ dogslicer +6 (agile, backstabber, finesse, goblin), 1d6 slashing

RANGED ➤ bomb +6 (thrown 20 feet), effect varies

SKILLS

ACROBATICS [DEX]

+6 •

CRAFTING [INT]

+7 •

INTIMIDATION [CHA]

+1

MEDICINE [WIS]

+3 •

PERFORMANCE [CHA]

+1

STEALTH [DEX]

+6 •

ARCANA [INT]

+4

DECEPTION [CHA]

+1

COOKING LORE [INT]

+7 •

NATURE [WIS]

+0

RELIGION [WIS]

+0

SURVIVAL [WIS]

+3 •

ATHLETICS [STR]

+3 •

DIPLOMACY [CHA]

+4 •

PATHFINDER SOCIETY LORE

+7 •

OCCULTISM [INT]

+4

SOCIETY [INT]

+7 •

THIEVERY [DEX]

+6 •

• = TRAINED •• = EXPERT ••• = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES darkvision, charhide goblin, Goblin Weapon Familiarity*

CLASS FEATS Quick Bomber

SKILL FEATS Additional Lore, Alchemical Crafting

CLASS FEATURES advanced alchemy, formula book, infused reagents, research field (bomber)

*Abilities with an asterisk have already been calculated into Fumbus's statistics and do not appear elsewhere

DEFENSES

HIT POINTS

15

FORTITUDE

+6

ARMOR CLASS

17

REFLEX

+8

RESISTANCE

FIRE 1

WILL

+3

Charhide: Your flat check to remove 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.

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EQUIPMENT

BULK 4, 7L

WORN backpack, leather armor

WEAPONS dogslicer

STOWED alchemist's tools, bedroll, flint and steel, formula book, hooded lantern, lesser acid flask (2), lesser alchemist's fire (4), minor elixir of life (2), oil (5 pints), rations (3 weeks), repair kit, sheath, waterskin

WEALTH 3 gp, 4 sp, 5 cp



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.

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EQUIPMENT

The following rules apply to Fumbus's equipment (including his prepared bombs and alchemical items).

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.

☐ ☐ **Acid Flask, Lesser:** A thrown acid flask deals 1 acid damage, 1d6 persistent acid damage, and 1 acid splash damage.

☐ ☐ ☐ ☐ **Alchemist's Fire, Lesser:** A thrown flask of alchemist's fire deals 1d8 fire damage, 1 persistent fire damage, and 1 fire splash damage.

Backstabber (trait): When you hit a flat-footed creature, this weapon deals 1 additional precision damage.

☐ ☐ **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 Kit: A repair kit 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.

Thrown (trait): You can throw this weapon as a ranged attack.

FEATS AND ABILITIES

Fumbus's feats and abilities are described below. His infused reagents ability is already applied in his character statistics.

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.

Formula Book: You have a book of alchemical formulas for six different alchemical items. These appear in the Alchemical Items section below.

Charhide Goblin: 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. **Goblin Weapon Familiarity:** You are trained with the dogslicer and horsechopper.

Infused Reagents: You have 5 daily batches of infused reagents that can be used to Craft 2 alchemical items of a single type, or 1 item using quick Alchemy. Fumbus has already spent 4 batches of this ability to craft his alchemical bombs and items for the day, and has 1 remaining.

Quick Alchemy ♦ **Cost** 1 batch of infused reagents; **Requirements** You have a free hand; **Effect** You create a single alchemical item of your level or lower that's in your formula book without having to spend the normal monetary cost in alchemical reagents or needing to attempt a Crafting check. This item has the infused trait, but it remains potent only until the start of your next turn.

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 then Strike with it.

ALCHEMICAL ITEMS

You know how to craft the following alchemical items.

Lesser Antiplague (alchemical, consumable, elixir) **Level 1; Usage** held in 1 hand; **Bulk L; Activate** ♦ (Interact); **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.

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

Lesser Alchemist's Fire (alchemical, bomb, consumable, fire, splash) **Level 1; Usage** held in 1 hand; **Bulk L; Activate** ♦ (Strike); **Effect** Alchemist's fire

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is combination of several volatile liquids, typically stored in a sealed flask, that ignite when exposed to air. Alchemist's fire deals 1d8 fire damage, 1 persistent fire damage, and 1 fire splash damage.

Lesser Bottled Lightning (alchemical, bomb, consumable, electricity, splash)

Level 1; Usage held in 1 hand; **Bulk L; Activate** ♦ (Strike); **Effect** Bottled lightning is packed with volatile reagents that create a blast of electricity when exposed to air. Bottled lightning deals 1d6 electricity damage and 1 persistent electricity damage, and on a hit, the target becomes flat-footed until the start of your next turn.

Lesser Cheetah's Elixir (alchemical, consumable, elixir) **Level 1; Usage** held in 1 hand; **Bulk L; Activate** ♦ (Interact); **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.

Lesser Eagle-Eye Elixir (alchemical, consumable, elixir) **Level 1; Usage** held in 1 hand; **Bulk L; Activate** ♦ (Interact); **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.

Lesser Frost Vial (alchemical, bomb, cold, consumable, splash) **Level 1; Usage** held in 1 hand; **Bulk L; Activate** ♦ (Strike); **Effect** A frost vial deals 1d6 cold damage and 1 cold splash damage, and the target takes a -5-foot status penalty to its Speeds until the end of its next turn.

Minor Elixir of Life (alchemical, consumable, elixir, healing) **Level 1; Usage** held in 1 hand; **Bulk L; Activate** ♦ (Interact); **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.

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.