

## FUMBUS

ALCHEMIST 5

ANCESTRY	GOBLIN (CHARHIDE GOBLIN)	BACKGROUND	PATHFINDER HOPEFUL
SPEED	25 FEET	PERCEPTION	+7 (TRAINED)
SENSES	DARKVISION		
LANGUAGES	COMMON, DRACONIC, GOBLIN, JOTUN, ORCISH, OSIRIANI	CLASS DC	21
STRENGTH	DEXTERITY	CONSTITUTION	
<b>STR</b> +0	<b>DEX</b> +4	<b>CON</b> +2	
INTELLIGENCE	WISDOM	CHARISMA	
<b>INT</b> +4	<b>WIS</b> +0	<b>CHA</b> +2	

## DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS	RESISTANCE
	56	22	FIRE 2
FORTITUDE +11	REFLEX +13	WILL +7	

## STRIKES

MELEE	+1 striking dogslicer +12 [+8/+4] (agile, backstabber, finesse, goblin), 2d6 slashing (on critical, target is off-guard until start of your next turn)
RANGED	+2 bomb +12 [+7/+2] (thrown 30 feet), effect varies

## SKILLS

ACROBATICS (DEX) +11 ●	ARCANA (INT) +4	ATHLETICS (STR) +7 ●
CRAFTING (INT) +14 ●●	DECEPTION (CHA) +2	DIPLOMACY (CHA) +9 ●
INTIMIDATION (CHA) +2	COOKING LORE (INT) +13 ●●	PATHFINDER SOCIETY LORE +11 ●
MEDICINE (WIS) +7 ●	NATURE (WIS) +0	OCCULTISM (INT) +4
PERFORMANCE (CHA) +2	RELIGION (WIS) +0	SOCIETY (INT) +11 ●
STEALTH (DEX) +13 ●●	SURVIVAL (WIS) +7 ●	THIEVERY (DEX) +11 ●

● = TRAINED ●● = EXPERT ●●● = MASTER

## FEATS AND ABILITIES

ANCESTRY ABILITIES	Burn It!*, charhide goblin, darkvision, Goblin Weapon Familiarity
CLASS FEATS	Far Lobber*, Healing Bomb, Quick Bomber
GENERAL FEATS	Breath Control
SKILL FEATS	Additional Lore (cooking)*, Alchemical Crafting, Assurance (Crafting), Crafter's Appraisal
CLASS ABILITIES	alchemy, formula book, powerful alchemy, research field (bomber)

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

## EQUIPMENT

BULK	Worn: 4; Stowed: 1, 7 L
WORN	moderate acid flask (2), moderate alchemist's fire (4), alchemist goggles, alchemist's toolkit, backpack, moderate cheetah's elixir, +1 striking dogslicer, lesser elixir of life (2), leather armor, infiltrator thieves' toolkit
STOWED	bedroll, flint and steel, formula book, hooded lantern, oil (8 pints), rations (3 weeks), repair toolkit, waterskin
WEALTH	15 gp, 4 sp



**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+1 fire damage, 3 persistent fire damage, and 3 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.

**Alchemist Goggles** (invested, magical) These brass goggles are engraved with flame patterns and have thick, heavy lenses. While worn, they give you a +1 item bonus to Crafting checks to Craft alchemical items (already incorporated into Fumbus's skills). When making Strikes with alchemical bombs, you ignore lesser cover. If your Strike with an alchemical bomb fails (but doesn't critically fail), you gain a +1 item bonus to the splash damage the target of the Strike takes.

**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, Moderate** Upon drinking this elixir, you gain a +10 status bonus to your Speed for 10 minutes.

☐ **Elixir of Life, Lesser** Upon drinking this elixir, you regain 3d6+6 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, Infiltrator** You need these tools in order to Pick Locks or Disable Devices. Additionally, these grant a +1 item bonus to checks to Pick Locks and 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 2d6 acid, cold,

electricity, or fire damage and 2 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 (Player Core 287) 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.

**Powerful Alchemy:** Alchemical items you infuse are particularly potent. When you create an infused alchemical item that allows a saving throw, you can change its DC to your class DC.

**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.

**Assurance - Crafting** (fortune) Even in the worst circumstances, you

can perform basic tasks with the Crafting skill. You can forego rolling a skill check for your chosen skill to instead receive a total check result of 19 (do not apply any modifiers to this result).

**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.

**Burn It!** Fire fascinates you. Your spells and alchemical items that deal fire damage gain a status bonus to damage equal to half the spell's rank or one-quarter the item's level (minimum bonus +1). You also gain a +1 status bonus to any persistent fire damage you deal.

**Charhide Goblin** You gain fire resistance 2 (already factored into 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.

**Healing Bomb** (additive) You can add a foamy catalyst to an elixir of life to turn it into a topical projectile. You can throw the elixir as though it were an alchemical bomb, with the following results.

**Success** The target is affected as though it drank the elixir, and each living creature adjacent to it regains HP from the bomb equal to the elixir's number of damage dice (3 HP for a lesser elixir of life, for example).

**Failure** The target regains HP equal to the elixir's number of damage dice.

**Critical Failure** The healing bomb has no effect.

**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.

**Field Discovery** You have calculated all the angles to maximize a bomb's splash. When you throw an alchemical bomb with the splash trait, you can cause the bomb to deal splash damage equal to your Intelligence modifier (minimum 1) instead of the normal amount.

## 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 a combination of several volatile liquids, typically stored in a sealed flask, that ignite when exposed to air. Alchemist's fire deals 2d8+1 fire damage, 3 persistent fire damage, and 3 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.

**Blasting Stone, Moderate** (alchemical, bomb, consumable, sonic, splash) **Level 3; Usage** held in 1 hand; **Bulk L; Activate** ♦ (Strike) **Effect** When this pebble hits a creature or a hard surface, it explodes with a deafening bang. A blasting stone deals 2d4 sonic damage and 2 sonic splash damage, and each creature within 10 feet of the space in which the stone exploded must succeed at a DC 20 Fortitude saving throw or be deafened until the end of its next turn.

**Bomber's Eye Elixir, Lesser** (alchemical, consumable, elixir) **Level 4; Usage** held in 1 hand; **Bulk L; Activate** ♦ (manipulate) **Effect** This tincture lets you pinpoint your foes. For the next 5 minutes, your alchemical bomb Strikes reduce the circumstance bonus to AC your targets gain from cover by 1.

**Bottled Lightning, Moderate** (alchemical, bomb, consumable, electricity, splash) **Level 3; 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 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, Moderate** (alchemical, consumable, elixir) **Level 5; 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 +10-foot status bonus to your Speed for 10 minutes.

**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.

**Crystal Shards, Moderate** (alchemical, bomb, consumable, earth, splash) **Level 4; Usage** held in 1 hand; **Bulk L; Activate** ♦ (Strike) **Effect** This flask holds a pressurized red-brown gas flecked with bits of sublimated crystal. When the bomb explodes, it deals 2d4 piercing damage and 4 piercing splash damage as the mixture suddenly turns into solid crystals flying at high speeds. On a hit, the target takes 1 persistent bleed damage from the crystals embedded in its flesh. As long as the bleed damage persists, the target also takes a -5-foot penalty to its speed. The target can spend an Interact action to remove the crystals, reducing the DC to stop the bleeding.

**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

## FUMBUS

ALCHEMIST



target becomes frightened 1, or frightened 2 on a critical hit.

**Eagle-Eye Elixir, Moderate** (alchemical, consumable, elixir) **Level 5; Usage** held in 1 hand; **Bulk L; Activate** ◆ (manipulate) **Effect** After you drink this elixir, you gain a +2 item bonus to Perception checks (+3 to find secret doors and traps) for the next hour.

**Elixir of Life, Lesser** (alchemical, consumable, elixir, healing) **Level 5; 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 3d6+6 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.

**Mistform Elixir, Lesser** (alchemical, consumable, elixir, illusion, visual) **Level 4; Usage** held in 1 hand; **Bulk L; Activate** ◆ (manipulate) **Effect** A faint mist emanates from your skin, making you concealed for 3 rounds. As usual, if you become concealed when your position is still obvious, you can't use this concealment to Hide or Sneak.

**Versatile Vial** (alchemical, bomb, consumable, infused, splash) **Usage** held in 1 hand; **Bulk –; Activate** ◆ (Strike) **Effect** A versatile vial deals 2d6 acid, cold, electricity, or fire damage and 2 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.

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.

## CONDITIONS

Your alchemical bombs deal persistent damage.

## PERSISTENT DAMAGE

Persistent damage comes from effects like acid, being on fire, or many