

FUMBUS

ALCHEMIST **5**

ANCESTRY GOBLIN
(CHARHIDE GOBLIN)

BACKGROUND PATHFINDER
HOPEFUL†

SPEED 25 FEET

PERCEPTION +7 (TRAINED)
DARKVISION

ALIGNMENT CHAOTIC NEUTRAL

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

STRENGTH

STR 12 MODIFIER (+1)

DEXTERITY

DEX 18 MODIFIER (+4)

CONSTITUTION

CON 14 MODIFIER (+2)

INTELLIGENCE

INT 19 MODIFIER (+4)

WISDOM

WIS 10 MODIFIER (+0)

CHARISMA

CHA 12 MODIFIER (+1)

STRIKES

MELEE ♦ +1 striking dogslicer +12 (agile, backstabber, finesse, goblin),
2d6+1 slashing

RANGED ♦ bomb +11 (moderate bomb +12; thrown 30 feet), effect varies

SKILLS

ACROBATICS [DEX]
+11 •

CRAFTING [INT]
+14 ••

INTIMIDATION [CHA]
+1

MEDICINE [WIS]
+7 •

PERFORMANCE [CHA]
+1

STEALTH [DEX]
+13 ••

ARCANA [INT]
+4

DECEPTION [CHA]
+1

COOKING LORE [INT]
+11 •

NATURE [WIS]
+0

RELIGION [WIS]
+0

SURVIVAL [WIS]
+7 •

ATHLETICS [STR]
+8 •

DIPLOMACY [CHA]
+8 •

PATHFINDER SOCIETY LORE
+11 •

OCCULTISM [INT]
+4

SOCIETY [INT]
+11 •

THIEVERY [DEX]
+11 •

• = TRAINED •• = EXPERT ••• = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES Burn It!, darkvision, charhide goblin, Goblin Weapon Familiarity

CLASS FEATS Calculated Splash*, Far Lobber, Quick Bomber

GENERAL FEATS Breath Control

SKILL FEATS Additional Lore*, Alchemical Crafting, Streetwise, Quiet Allies

CLASS FEATURES alchemy, field discovery (bomber)*, formula book, research field (bomber)

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

DEFENSES

HIT POINTS

56

FORTITUDE

+11

ARMOR CLASS

22

REFLEX

+13

RESISTANCE

FIRE 2

WILL

+7

PATHFINDER

EQUIPMENT

BULK Worn: 4 ; Stowed: 1, 7 L

WORN

alchemist's tools, backpack, bracers of missile deflection, crafter's eyepiece, Drovan's wayfinder, leather armor, healer's tools, sneaky key (affixed to armor), thieves' tools, moderate acid flask (3), moderate alchemist's fire (3), lesser bomber's eye elixir (2), lesser comprehension elixir (2), lesser elixir of life (2), moderate frost vial (3), +1 striking dogslicer, infiltrator's elixir (2)

STOWED

bedroll, flint and steel, formula book, hooded lantern, oil (5 pints), rations (3 weeks), repair kit, waterskin

WEALTH

12 gp, 8 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


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, Moderate:** A thrown acid flask deals 1 acid damage, 2d6 persistent acid damage, and 4 acid splash damage.
- ☐ ☐ **Alchemist's Fire, Moderate:** A thrown flask of alchemist's fire deals 2d8+1 fire damage, 3 persistent fire damage, and 4 fire splash damage.

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

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 worn Bulk).

- ☐ ☐ **Bomber's Eye Elixir, Lesser:** Upon drinking this elixir, for the next 5 minutes your alchemical bomb strikes reduce your target's circumstance bonus to AC for cover by 1.

- ☐ **Bracers of Missile Deflection: Activate**  (Interact) **Frequency** 1/day; **Trigger** A ranged weapon attack hits you but doesn't critically hit you; **Effect** You gain a +2 circumstance bonus to AC against the attack. If this would cause the attack to be a failure, the attack misses.

- ☐ ☐ **Comprehension Elixir, Lesser:** Upon drinking this elixir, for the next minute you can understand any language you read written in a common language.

Crafter's Eyepiece: This grants you a +1 item bonus to Crafting checks (factored in) and when you Repair an item, you restore 15 Hit Points per proficiency rank instead of 10.

- ☐ **Drovan's Wayfinder:** This damaged wayfinder was given to Fumbus by his friend Drovan, a Pathfinder missing in action. It cannot cast *light* or hold an aeon stone, but it still functions as a compass. Once per day you can twist the wayfinder's lid as an Interact action to give himself a +2 circumstance bonus on the first Pathfinder Society Lore check he attempts within the next hour.

- ☐ ☐ **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.

- ☐ ☐ **Frost Vial, Moderate:** A thrown frost vial deals 2d6 cold damage, 4 cold splash damage, and the target takes a -10-foot status penalty to its Speeds until the end of its next turn.

- ☐ ☐ **Infiltrator's Elixir:** Drinking this elixir grants you the ability to take on the shape of a humanoid creature of your size, which counts as setting up a disguise to Impersonate. You gain a +4 status bonus to your Deception DC to avoid others seeing through your disguise, and you add your level to this DC even if untrained.

Repair Kit: A repair kit is required to Repair items with the Crafting skill.

Healer's Tools: This kit of bandages, herbs, and suturing tools is necessary for Medicine checks to Administer First Aid, Treat a Disease, Treat a Poison, or Treat Wounds.

Sneaky Key (consumable, evocation, magical, talisman) **Activate**  (Interact); **Effect** When you turn the key to activate it, for the next minute, if the outcome of any of your attempts to Pick a Lock is a critical failure, you get a success instead.

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.

Thieves' Tools: You need these tools in order to Pick Locks or Disable Devices.

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


FEATS AND ABILITIES

Fumbus's feats and abilities are described below.

Alchemical Crafting: You can use the Craft activity to create alchemical items.

Alchemy: You have 9 daily batches of infused reagents that you can use to Craft 3 alchemical bombs of a single type, 2 alchemical items of a single

type, or 1 item using Quick Alchemy (see below). Fumbus has already spent 7 batches of this ability to craft his alchemical bombs and items for the day, and has 2 remaining. When you use your infused reagents to create alchemical items, you do not need to succeed at a Crafting check or spend the normal number of days to craft them.

Quick Alchemy  (manipulate) **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.

Breath Control: You can hold your breath for 25 times as long as usual without 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.


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.

Darkvision: You can see in the dark as well as you can in bright light, though your darkvision is in black and white.

Far Lobber: Fumbus's thrown bombs have a range of 30 feet.

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

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

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.


Quiet Allies When you are using the Avoid Notice exploration tactic and your allies use the Follow the Expert tactic, you and those allies can roll a single Stealth check, using the lowest modifier, instead of rolling separately. This doesn't apply to initiative rolls.


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.


Streetwise You can use your Society modifier instead of your Diplomacy modifier to Gather Information. In any settlement you frequent regularly, you can use the Recall Knowledge action with Society to know the same sorts of information you could discover with Gather Information (without spending the time to gather it), though the DC is typically higher.


ALCHEMICAL ITEMS


You know how to craft the following alchemical items. Note that damage dealt by bombs is higher due to Fumbus's feats and abilities, and other characters deal less fire damage and splash damage if you give them these items to use.

Infiltrator's Elixir (alchemical, consumable, elixir) **Level** 2; **Usage** held in 1 hand; **Bulk** L; **Activate**  (Interact); **Effect** Drinking this elixir grants you the ability to take on the shape of a humanoid creature of your size, which counts as setting up a disguise to Impersonate. You gain a +4 status bonus to your Deception DC to avoid others seeing through your disguise, and you add your level to this DC even if untrained.

Moderate Acid Flask (acid, alchemical, bomb, consumable, splash) **Level** 3; **Usage** held in 1 hand; **Bulk** L; **Activate**  (Strike); **Effect** This flask filled with corrosive acid deals 2 acid damage, 2d6 persistent acid damage, and 4 acid splash damage.

Moderate Alchemist's Fire (alchemical, bomb, consumable, fire, splash) **Level** 3; **Usage** held in 1 hand; **Bulk** L; **Activate**  (Strike); **Effect** Alchemist's fire is 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 4 fire splash damage.

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 Bomber's Eye Elixir (alchemical, consumable, elixir) **Level** 4; **Usage** held in 1 hand; **Bulk** L; **Activate**  (Interact); **Effect** After you drink this elixir, for the next 5 minutes your alchemical bomb strikes reduce your target's circumstance bonus to AC for cover by 1.

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 4 electricity splash damage, and on a hit, the target becomes flat-footed until the start of your next turn.

Moderate Cheetah's Elixir (alchemical, consumable, elixir) **Level 5; 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 +10-foot status bonus to your Speed for 10 minutes.

Lesser Comprehension Elixir (alchemical, consumable, elixir) **Level 2; Usage** held in 1 hand; **Bulk** L; **Activate** ⬥ (Interact); **Effect** Upon drinking this elixir, for the next minute you can understand any language you read written in a common language.

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 Elixir of Life (alchemical, consumable, elixir, healing) **Level 5; 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 3d6+6 Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.

Moderate Frost Vial (alchemical, bomb, cold, consumable, splash) **Level 3; Usage** held in 1 hand; **Bulk** L; **Activate** ⬥ (Strike); **Effect** A frost vial deals 2d6 cold damage and 4 cold splash damage, and the target takes a -10-foot status penalty to its Speeds until the end of its next turn.

CONDITIONS

Your alchemical bombs do 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.