

FUMBUS

ALCHEMIST

3

ANCESTRY GOBLIN
(CHARHIDE GOBLIN)

BACKGROUND PATHFINDER
HOPEFUL†

SPEED 25 FEET

PERCEPTION +5 (TRAINED)
DARKVISION

ALIGNMENT CHAOTIC NEUTRAL

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

STRENGTH

STR 10
MODIFIER (+1)

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 +1 dogslicer +9 (agile, backstabber, finesse, goblin), 1d6 slashing

RANGED bomb +8 (moderate bomb +9; thrown 30 feet), effect varies

SKILLS

ACROBATICS [DEX]

+8 •

CRAFTING [INT]

+11 ••

INTIMIDATION [CHA]

+1

MEDICINE [WIS]

+5 •

PERFORMANCE [CHA]

+1

STEALTH [DEX]

+8 •

ARCANA [INT]

+4

DECEPTION [CHA]

+1

COOKING LORE [INT]

+9 •

NATURE [WIS]

+0

RELIGION [WIS]

+0

SURVIVAL [WIS]

+5 •

ATHLETICS [STR]

+5 •

DIPLOMACY [CHA]

+6 •

PATHFINDER SOCIETY LORE

+9 •

OCCULTISM [INT]

+4

SOCIETY [INT]

+9 •

THIEVERY [DEX]

+8 •

• = TRAINED •• = EXPERT ••• = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES charhide goblin, darkvision, Goblin Weapon Familiarity

CLASS FEATS Far Lobber, Quick Bomber

GENERAL FEATS Breath Control

SKILL FEATS Additional Lore*, Alchemical Crafting, Streetwise

CLASS FEATURES alchemy, 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

33

FORTITUDE

+8

ARMOR CLASS

19

REFLEX

+10

RESISTANCE

FIRE 1

WILL

+5

PATHFINDER

EQUIPMENT

BULK Worn: 3, 2 L; Stowed: 1, 7 L

WORN

alchemist's tools, backpack, *Droven's Wayfinder*, healer's tools, leather armor, thieves' tools, moderate acid flask (2), moderate alchemist's fire (4), lesser comprehension elixir (2), +1 dogslicer, minor elixir of life (2)

STOWED

bedroll, flint and steel, formula book, hooded lantern, oil (8 pints), rations (3 weeks), repair kit, waterskin

WEALTH

4 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 2 acid splash damage.

☐ ☐ ☐ **Alchemist's Fire, Moderate:** A thrown flask of alchemist's fire deals 2d8 fire damage, 2 persistent fire damage, and 2 fire splash 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).

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

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

☐ **Droven's Wayfinder:** This damaged *wayfinder* was given to Fumbus by his friend Droven, 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 gain a +2 circumstance bonus on the first Pathfinder Society Lore check you attempt within the next hour.

☐ ☐ **Elixir of Life, Minor:** Upon drinking, 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.

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

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

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 7 daily batches of infused reagents that you can use to Craft 2 free alchemical items of a single type, or 1 item using Quick Alchemy (see below). Fumbus has already spent 5 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 1 (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 many 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.

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.

Moderate Acid Flask (acid, alchemical, bomb, consumable, splash) **Level 3; Usage** held in 1 hand; **Bulk** L; **Activate** ♦ (Strike); **Effect** This flask of corrosive acid deals 1 acid damage, 2d6 persistent acid damage, and 2 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 1d8 fire damage, 2 persistent fire damage, and 2 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 Bottled Lightning (alchemical, bomb, consumable, electricity, splash) **Level 1; Usage** held in 1 hand; **Bulk** L; **Activate** ♦ (Strike); **Effect** Bottled lightning is packed with reagents that create a electric blast 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 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.

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.

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.

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.

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.