

# Alston Luckyn Bilvyn Nirbfilm Flipwidget



## Male gnome alchemist (grenadier) 3 - CR 2

Neutral Good Humanoid (Gnome); Deity: **Shelyn**; Age: **81**;  
 Height: **3' 7"**; Weight: **42lb.**; Eyes: **Blue**; Hair: **Brown**;  
 Skin: **Fair**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>12</b>	<b>+1</b>	
<b>DEX</b> DEXTERITY	<b>14</b>	<b>+2</b>	
<b>CON</b> CONSTITUTION	<b>12</b>	<b>+1</b>	
<b>INT</b> INTELLIGENCE	<b>16</b>	<b>+3</b>	
<b>WIS</b> WISDOM	<b>10</b>	<b>0</b>	
<b>CHA</b> CHARISMA	<b>12</b>	<b>+1</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+5</b>	= <b>+3</b>	<b>+1</b>	<b>+1</b>			
	Illusion Resistance: +2 vs. illusions						
<b>REFLEX</b> (DEXTERITY)	<b>+6</b>	= <b>+3</b>	<b>+2</b>	<b>+1</b>			
	Illusion Resistance: +2 vs. illusions						
<b>WILL</b> (WISDOM)	<b>+2</b>	= <b>+1</b>		<b>+1</b>			
	Illusion Resistance: +2 vs. illusions						

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>16</b>	= <b>+3</b>		<b>+2</b>	<b>+1</b>				

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
<b>13</b>	<b>14</b>				

CM Bonus	+2	=	+2	+1	-1	-

CM Defense	14	=	10	+2	+1	+2	-1

Base Attack	+2	HP	21

Initiative	+2	Damage / Current HP

Speed	20 ft

### Acid Bomb

Ranged: **+6, 2d6+3 Acid** Crit: x2  
 Ranged w/ offhand: **+0, 2d6+3 Acid** Rng: 20'  
 Ranged w/ light off.: **+2, 2d6+3 Acid** Light  
 Ranged offhand: **-2, 2d6+3 Acid**  
**Bomb**

Ranged: **+6, 2d6+3 Fire** Crit: x2  
 Ranged w/ offhand: **+0, 2d6+3 Fire** Rng: 20'  
 Ranged w/ light off.: **+2, 2d6+3 Fire** Light  
 Ranged offhand: **-2, 2d6+3 Fire**



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+1</b>	DEX (2)	-	
Speed greater/less than 30 ft. : -4 to jump				
<b>Appraise</b>	<b>+7</b>	INT (3)	1	
<b>Bluff</b>	<b>+1</b>	CHA (1)	-	
<b>Climb</b>	<b>+0</b>	STR (1)	-	
<b>Craft (alchemy)</b>	<b>+13</b>	INT (3)	3	
Alchemy: +3 competence bonus to create alchemical items				
<b>Diplomacy</b>	<b>+9</b>	CHA (1)	3	
Affable: +2 trait bonus to gather information., Parade armor: +2 circumstance bonus vs. people from chosen country				
<b>Disable Device</b>	<b>+7</b>	DEX (2)	3	
<b>Disguise</b>	<b>+1</b>	CHA (1)	-	
<b>Escape Artist</b>	<b>+1</b>	DEX (2)	-	
<b>Fly</b>	<b>+3</b>	DEX (2)	-	
<b>Heal</b>	<b>+4</b>	WIS (0)	1	
<b>Intimidate</b>	<b>+3</b>	CHA (1)	-	
Parade armor: +2 circumstance bonus vs. people from chosen country				
<b>Knowledge (arcana)</b>	<b>+7</b>	INT (3)	1	
<b>Knowledge (nature)</b>	<b>+7</b>	INT (3)	1	
<b>Linguistics</b>	<b>+4</b>	INT (3)	1	
<b>Perception</b>	<b>+6</b>	WIS (0)	3	
<b>Ride</b>	<b>+1</b>	DEX (2)	-	
<b>Sense Motive</b>	<b>+0</b>	WIS (0)	-	
<b>Sleight of Hand</b>	<b>+7</b>	DEX (2)	3	
<b>Spellcraft</b>	<b>+7</b>	INT (3)	1	
<b>Stealth</b>	<b>+5</b>	DEX (2)	-	
<b>Survival</b>	<b>+4</b>	WIS (0)	1	
<b>Swim</b>	<b>+0</b>	STR (1)	-	

## Feats

### Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

### Extra Bombs

You can throw more bombs per day.

**Prerequisite:** Bomb class feature.

### Extra Discovery

Choose an additional Discovery.

### Martial Weapon Proficiency (Longsword)

You make attack rolls with the selected weapon normally.

### Persuasive

You get a +2 bonus on all Diplomacy checks and Intimidate checks.

### Simple Weapon Proficiency - All

Proficient with all simple weapons.

### Throw Anything

Proficient with improvised ranged weapons. +1 to hit with thrown splash weapons.

## Traits

### Accelerated Drinker

You may drink a potion as a move action instead of a standard as long as you start your turn with the potion in your hand.

### Affable

+2 on Diplomacy to gather information and do so in half time.

### Natural Born Leader

Treat Cha as 14 or 2 points higher for managing rebellion.

## Drawbacks

### Family Ties

Not fulfilling family requests: -2 penalty on all Wis and Cha based ability & skill checks (DC 20 Will negates).

## Cold iron longsword

Main hand: **+4, 1d6+1**

Crit: 19-20/x2  
1-hand, S

Both hands: **+4, 1d6+1**

Main w/ offhand: **-2, 1d6+1**

Main w/ light off.: **+0, 1d6+1**

Offhand: **-6, 1d6**

## Dagger

Main hand: **+4, 1d3+1**

Crit: 19-20/x2  
Rng: 10'  
Light, P/S

Main w/ offhand: **-2, 1d3+1**

Main w/ light off.: **+0, 1d3+1**

Offhand: **-4, 1d3**

Ranged: **+5, 1d3+1**

Ranged w/ offhand: **-1, 1d3+1**

Ranged w/ light off.: **+1, 1d3+1**

Ranged offhand: **-3, 1d3**

## Longsword

Main hand: **+4, 1d6+1**

Crit: 19-20/x2  
1-hand, S

Both hands: **+4, 1d6+1**

Main w/ offhand: **-2, 1d6+1**

Main w/ light off.: **+0, 1d6+1**

Offhand: **-6, 1d6**

## Experience & Wealth

Experience Points: **5000/9000**

Current Cash: **52 pp, 1 gp, 8 sp, 8 cp**

## Unarmed strike

Main hand: **+4, 1d2+1**

Crit: x2  
Light, B, Nonlethal

**nonlethal**

Main w/ offhand: **-2, 1d2+1**

**nonlethal**

Main w/ light off.: **+0, 1d2+1**

**nonlethal**

Offhand: **-4, 1d2 nonlethal**

## Bright-colored gaudy gnomish pride parade armor

**+3**

Max Dex: +5, Armor Check: -1  
Spell Fail: 15%, Light

## Gear

**Total Weight Carried: 20/97.5 lbs,**

**Encumbrance Ignored**

**(Light: 32.25 lbs, Medium: 64.5 lbs, Heavy: 97.5 lbs)**

Acid x2 <In: Backpack (24 @ 38 lbs)>	1 lb
Alchemical cement <In: Backpack (24 @ 38 lbs)>	2 lbs
Alchemical grease <In: Backpack (24 @ 38 lbs)>	1 lb
Alchemist's fire x2 <In: Backpack (24 @ 38 lbs)>	1 lb
Alchemist's lab <In: One-bedroom home in town,>	40 lbs
Alchemy crafting kit <In: Backpack (24 @ 38 lbs)>	5 lbs
Alkali flask x2 <In: Backpack (24 @ 38 lbs)>	1 lb
Backpack (24 @ 38 lbs) <In: One-bedroom home in town,>	0.5 lbs
Ball (5 in.) <In: One-bedroom home in town, shared>	-
Belt pouch (2 @ 1 lbs)	0.125 lbs
Bloating solution x2	-
Bright-colored gaudy gnomish pride parade armor	10 lbs
Cards <In: One-bedroom home in town, shared with>	1 lb
Cloak of resistance +1	0.5 lbs
Cold iron longsword <In: One-bedroom home in town,>	2 lbs
Dagger	0.5 lbs
Dartboard set <In: One-bedroom home in town,>	10 lbs
Dice <In: One-bedroom home in town, shared with>	-
Eye-glasses	-
Flask x4 <In: Backpack (24 @ 38 lbs)>	1.5 lbs
Flint and steel <In: Belt pouch (2 @ 1 lbs)>	-
Glowing ink <In: Backpack (24 @ 38 lbs)>	-
Holy symbol, wooden (Shelyn)	-
Holy weapon balm (40 ammunition or 1 weapon)	0.5 lbs
Longsword	2 lbs
Mutagen: +4 STR, -2 INT, +2 Nat AC	-
Noxious aromatic (3 uses) x2 <In: Backpack (24 @ 38 lbs)>	1 lb
Rounders gear <In: One-bedroom home in town,>	0.5 lbs
Sheriff's whistle	-
Silk rope <In: Backpack (24 @ 38 lbs)>	5 lbs
Sneezing powder x3	2 lbs
Tanglefoot bag x2 <In: Backpack (24 @ 38 lbs)>	4 lbs
Thieves' tools <In: Belt pouch (2 @ 1 lbs)>	1 lb
Traveller's outfit (Free)	-



## Sourcebooks Used

- **Advanced Class Guide** - Holy weapon balm (equipment); Long Arm (spell)
- **Advanced Player's Guide** - Alchemist (class); Crafter's Fortune (spell); Extra Bombs (feat); Extra Discovery (feat); Mutagen (equipment)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Alchemical grease (equipment); Sneezing powder (equipment)
- **Advanced Player's Guide / Dungeon Denizens Revisited / Ultimate Equipment** - Alkali flask (equipment)
- **Advanced Player's Guide / Ultimate Equipment** - Alchemy crafting kit (equipment)
- **Advanced Race Guide** - Bond to the Land (alternate racial trait); Darkvision (alternate racial trait); Sheriff's whistle (equipment)
- **Adventurer's Armory** - Eyeglasses (equipment)
- **Adventurer's Armory / Ultimate Equipment** - Parade armor (armor); Glowing ink (equipment)
- **Alchemy Manual** - Bloating solution (equipment)
- **Animal Archive** - Noxious aromatic (equipment)
- **Champions of Purity** - Affable (trait)
- **Chelixa, Empire of Devils** - Accelerated Drinker (trait)
- **Hell's Rebels** - Natural Born Leader (trait)
- **Heroes of the Streets** - Coin Shot (spell)
- **Monster Codex / Pathfinder Society Field Guide** - Grenadier (archetype)
- **Ultimate Campaign** - Family Ties (???)
- **Ultimate Equipment** - Alchemical cement (equipment); Ball (5 in.) (equipment); Cards (equipment); Dartboard set (equipment); Dice (equipment); Rounders gear (equipment)

## Alston Luckyn Bilvyn Nirbfilm Flipwidget – Abilities & Gear

### Extra Bombs **Feat**

You can throw more bombs per day.

**Prerequisite:** Bomb class feature.

**Benefit:** You can throw two additional bombs per day.

**Special:** You can gain Extra Bombs multiple times. Its effects stack.

**Appears In :** Advanced Player's Guide

### Extra Discovery **Feat**

You have made a new alchemical discovery.

**Prerequisites:** Discovery class feature.

**Benefit:** You gain one additional discovery. You must meet all of the prerequisites for this discovery.

**Special:** You can gain Extra Discovery multiple times.

**Appears In :** Advanced Player's Guide

### Martial Weapon Proficiency (Longsword) **Feat**

Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.

**Benefit:** You make attack rolls with the selected weapon normally (without the non-proficient penalty).

**Normal:** When using a weapon with which you are not proficient, you take a –4 penalty on attack rolls.

**Special:** Barbarians, fighters, paladins, and rangers are proficient with all martial weapons. They need not select this feat.

You can gain Martial Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of weapon.

### Persuasive **Feat**

You are skilled at swaying attitudes and intimidating others into your way of thinking.

**Benefit:** You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

**Appears In :** Not Consolidated Skills

### Throw Anything **Feat**

You are used to throwing things you have on hand.

**Benefit:** You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

**Normal:** You take a –4 penalty on attack rolls made with an improvised weapon.

**Addition from Alchemist :** An alchemist adds his Intelligence modifier to damage done with splash weapons, including the splash damage if any.

### Accelerated Drinker **Trait**

You know how to drink a potion efficiently, such as by not using your hands, tossing it in the air and catching it in your mouth, or opening it with your teeth. You may drink a potion as a move action instead of a standard as long as you start your turn with the potion in your hand.

**Appears In :** Cheliox, Empire of Devils

### Affable **Trait**

You have a genial personality and make it a point to befriend and help people wherever you go. In your travels, you stop to aid others, tell interesting stories, and often buy rounds of drinks for patrons at the local taverns. You bring good cheer to those you encounter, and for this reason, you often find yourself attending important events or fruitful gatherings, and have even become an honorary member of many families. People find you trustworthy, and they are willing to share information with you. You gain a +2 trait bonus on Diplomacy checks to gather information, and can do so in half the normal time. In addition, Diplomacy and Knowledge (local) are always class skills for you.

**Appears In :** Champions of Purity

### Natural Born Leader **Trait**

Whenever you found yourself involved in a group effort in the past, be it working with siblings to handle a family emergency, conspiring with friends to orchestrate a prank, or throwing in with coworkers to take care of an unanticipated complication at work, you tended to end up in a position of leadership. It might be unclear to you why this is the case, or you might deliberately seek out such positions, knowing you can organize any group to be something greater than the sum of its parts, but your knack for managing groups has always pushed you to the front of any operation you've found yourself a part of.

You excel in the role of manager. You treat your Charisma score as if it were 14 (or 2 points higher than its actual score if your actual Charisma is already 14 or higher) for the purposes of determining how many teams you can manage in the rebellion, and for the purposes of determining the bonus you add to your managed teams' actions. In addition, you gain a +1 trait bonus to your Leadership score if you take the Leadership feat.

**Appears In :** Hell's Rebels

### Bond to the Land (Urban) **Unknown**

Some gnomes have strong ties to specific kinds of terrain, as a holdover from their fey origins. These gnomes gain a +2 dodge bonus to AC when in a specific terrain type selected from the ranger list of favored terrains. This choice is made at character creation, and cannot be changed. This racial trait replaces defensive training and hatred.

**Appears In :** Advanced Race Guide

### Darkvision (60 feet) **Racial Ability, Senses**

You can see in the dark (black and white vision only).

### Illusion Resistance **Racial Ability (Gnome)**

+2 racial bonus to saves against illusion spells or effects.

### Acid Bomb (Su) **Class Ability (Alchemist)**

When the alchemist creates a bomb, he can choose to have it inflict acid damage. Creatures that take a direct hit from an acid bomb take an additional 1d6 points of acid damage 1 round later.

## Alston Luckyn Bilvyn Nirbfilm Flipwidge – Abilities & Gear

### **Alchemical Weapon (Move Action) (Su) Class Ability (Alchemist)**

At 2nd level, a grenadier can infuse a weapon or piece of ammunition with a single harmful alchemical liquid or powder, such as alchemist's fire or sneezing powder, as a move action. This action consumes the alchemical item, but transfers its effect to the weapon in question. The alchemical item takes full effect on the next creature struck by the weapon, but does not splash, spread, or otherwise affect additional targets. Any extra damage added is treated like bonus dice of damage, and is not doubled on a critical hit. The alchemical treatment causes no harm to the weapon treated, and wears off 1 minute after application if no blow is struck. At 6th level, a grenadier can use her alchemical weapon ability as a swift action. At 15th level, this ability becomes a free action. This ability replaces poison resistance.

### **Alchemy +3 (Su) Class Ability (Alchemist)**

Alchemists are not only masters of creating mundane alchemical substances such as alchemist's fire and smokesticks, but also of fashioning magical potion-like extracts in which they can store spell effects. In effect, an alchemist prepares his spells by mixing ingredients into a number of extracts, and then "casts" his spells by drinking the extract. When an alchemist creates an extract or bomb, he infuses the concoction with a tiny fraction of his own magical power—this enables the creation of powerful effects, but also binds the effects to the creator.

When using Craft (alchemy) to create an alchemical item, an alchemist gains a competence bonus equal to his class level to the Craft (alchemy) check. In addition, an alchemist can use Craft (alchemy) to identify potions as if using *detect magic*. He must hold the potion for one round to make such a check.

### **Bomb 2d6+3 (9/day, DC 14) (Su) Class Ability (Alchemist)**

In addition to magical extracts, alchemists are adept at swiftly mixing various volatile chemicals and infusing them with their magical reserves to create powerful bombs that they can hurl at their enemies. An alchemist can use a number of bombs each day equal to his class level + his Intelligence modifier. Bombs are unstable, and if not used in the round they are created, they degrade and become inert - their method of creation prevents large volumes of explosive material from being created and stored. In order to create a bomb, the alchemist must use a small vial containing an ounce of liquid catalyst - the alchemist can create this liquid catalyst from small amounts of chemicals from an alchemy lab, and these supplies can be readily refilled in the same manner as a spellcaster's component pouch. Most alchemists create a number of catalyst vials at the start of the day equal to the total number of bombs they can create in that day - once created, a catalyst vial remains usable by the alchemist for years.

Drawing the components of, creating, and throwing a bomb requires a standard action that provokes an attack of opportunity. Thrown bombs have a range of 20 feet and use the Throw Splash Weapon special attack (see page 202 of the *Pathfinder RPG Core Rulebook*). Bombs are considered weapons and can be selected using feats such as Point-Blank Shot and Weapon Focus. On a direct hit, an alchemist's bomb inflicts 1d6 points of fire damage + additional damage equal to the alchemist's Intelligence modifier. The damage of an alchemist's bomb increases by 1d6 points at every odd-numbered alchemist level (this bonus damage is not multiplied on a critical hit or by using feats such as Vital Strike). Splash damage from an alchemist bomb is always equal to the bomb's minimum damage (so if the bomb would deal 2d6+4 points of fire damage on a direct hit, its splash damage would be 6 points of fire damage). Those caught in the splash damage can attempt a Reflex save for half damage. The DC of this save is equal to 10 + 1/2 the alchemist's level + the alchemist's Intelligence modifier.

Alchemists can learn new types of bombs as discoveries (see the Discovery ability) as they level up. An alchemist's bomb, like an extract, becomes inert if used or carried by anyone else.

### **Fast Poisoning (Move Action) (Ex) Class Ability (Alchemist)**

At 3rd level, an alchemist can apply a dose of poison to a weapon as a move action.

At 6th level, this only requires a swift action.

At 18th level, this only requires an immediate action.

**Normal:** Applying poison to a weapon is a standard action

### **Infusion Class Ability (Alchemist,Invest)**

When the alchemist creates an extract, he can infuse it with an extra bit of his own magical power. The extract created now persists even after the alchemist sets it down. As long as the extract exists, it continues to occupy one of the alchemist's daily extract slots. An infused extract can be imbibed by a non-alchemist to gain its effects.

**Note:** An infused extract can be represented with the Custom Scroll option on the Magic Tab.

### **Mutagen (DC 14) (Su) Class Ability (Alchemist)**

At 1st level, an alchemist discovers how to create a mutagen that he can imbibe in order to heighten his physical prowess at the cost of his personality. It takes 1 hour to brew a dose of mutagen, and once brewed, it remains potent until used. An alchemist can only maintain one dose of mutagen at a time—if he brews a second dose, any existing mutagen becomes inert. As with an extract or bomb, a mutagen that is not in an alchemist's possession becomes inert until an alchemist picks it up again.

When an alchemist brews a mutagen, he selects one physical ability score—either Strength, Dexterity, or Constitution. It's a standard action to drink a mutagen. Upon being imbibed, the mutagen causes the alchemist to grow bulkier and more bestial, granting him a +2 natural armor bonus and a +4 alchemical bonus to the selected ability score for 10 minutes per alchemist level. In addition, while the mutagen is in effect, the alchemist takes a -2 penalty to one of his mental ability scores. If the mutagen enhances his Strength, it applies a penalty to his Intelligence. If it enhances his Dexterity, it applies a penalty to his Wisdom. If it enhances his Constitution, it applies a penalty to his Charisma.

A non-alchemist who drinks a mutagen must make a Fortitude save (DC 10 + 1/2 the alchemist's level + the alchemist's Intelligence modifier) or become nauseated for 1 hour—a non-alchemist can never gain the benefit of a mutagen, but an alchemist can gain the effects of another alchemist's mutagen if he drinks it. (Although if the other alchemist creates a different mutagen, the effects of the "stolen" mutagen immediately cease.) The effects of a mutagen do not stack. Whenever an alchemist drinks a mutagen, the effects of any previous mutagen immediately end.

At 14th level, the effects of a mutagen last for 1 hour per level.

**Note:** When you make a mutagen, you should add it to your character on the Magic tab. There, you can select the attribute you have chosen this time, and then drink it on the In-Play tab.

### **Precise Bombs (Ex) Class Ability (Alchemist)**

At 2nd level, a grenadier gains the precise bombs alchemist discovery as a bonus discovery. Whenever the alchemist throws a bomb, he can select a number of squares equal to his Intelligence modifier that are not affected by the splash damage from his bombs. This ability replaces poison use.

**Swift Alchemy (Ex) Class Ability (Alchemist)**

At 3rd level, an alchemist can create alchemical items with astounding speed. It takes an alchemist half the normal amount of time to create alchemical items.

At 18th level, an alchemist can create alchemical items with almost supernatural speed. He can create any alchemical item as a full-round action if he succeeds at the Craft (alchemy) check and has the appropriate resources at hand to fund the creation.

**Wand of cure light wounds (43 charges) Wand**

**Cure Light Wounds**

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

**Cloak of resistance +1 Wondrous Item (Shoulders)**

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +1 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

**Construction**

**Requirements:** Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; **Cost** 500 gp

**Mutagen: +4 STR, -2 INT, +2 Nat AC Wondrous Item**

At 1st level, an alchemist discovers how to create a mutagen that he can imbibe in order to heighten his physical prowess at the cost of his personality. It takes 1 hour to brew a dose of mutagen, and once brewed, it remains potent until used. An alchemist can only maintain one dose of mutagen at a time—if he brews a second dose, any existing mutagen becomes inert. As with an extract or bomb, a mutagen that is not in an alchemist's possession becomes inert until an alchemist picks it up again.

When an alchemist brews a mutagen, he selects one physical ability score—either Strength, Dexterity, or Constitution. It's a standard action to drink a mutagen. Upon being imbibed, the mutagen causes the alchemist to grow bulkier and more bestial, granting him a +2 natural armor bonus and a +4 alchemical bonus to the selected ability score for 10 minutes per alchemist level. In addition, while the mutagen is in effect, the alchemist takes a –2 penalty to one of his mental ability scores. If the mutagen enhances his Strength, it applies a penalty to his Intelligence. If it enhances his Dexterity, it applies a penalty to his Wisdom. If it enhances his Constitution, it applies a penalty to his Charisma.

A non-alchemist who drinks a mutagen must make a Fortitude save (DC 10 + 1/2 the alchemist's level + the alchemist's Intelligence modifier) or become nauseated for 1 hour—a non-alchemist can never gain the benefit of a mutagen, but an alchemist can gain the effects of another alchemist's mutagen if he drinks it. (Although if the other alchemist creates a different mutagen, the effects of the "stolen" mutagen immediately cease.) The effects of a mutagen do not stack. Whenever an alchemist drinks a mutagen, the effects of any previous mutagen immediately end.

**Appears In :** Advanced Player's Guide

<b>Coin Shot</b>	<b>Alchemist 1</b>	<b>Cure Light Wounds</b>	<b>Alchemist 1</b>
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**School:** Transmutation  
**Components:** S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Up to three coins touched  
**Duration:** 10 minutes or until discharged  
**Save:** None  
**Resistance:** Yes (harmless, object)

You turn up to three coins into deadly projectiles that gain the velocity of a bullet when thrown. The coins retain their normal appearance but can be used as simple thrown weapons with a range increment of 20 feet and a critical multiplier of x2. The transmuted coins are treated as ammunition for the purposes of drawing them. Like firearm bullets, the coins deal bludgeoning and piercing damage, and attacks with them are resolved as touch attacks within the first range increment. Regardless of whether a transmuted coin hits or misses the target, it is destroyed after the attack. Only you can make attacks with the coins, though other creatures can safely handle them without discharging the spell.

You can make a single ranged attack with a coin as part of casting this spell. Different types of coins create different bullet effects. Copper coins deal 1d4 points of damage. Silver coins deal 1d6 points of damage and count as silver for the purpose of overcoming damage reduction. Gold coins deal 1d8 points of damage and count as masterwork weapons. Platinum coins deal 1d10 points of damage, count as masterwork weapons, and are treated as adamantite weapons for the purposes of overcoming damage reduction and bypassing hardness. All coin bullets deal an additional 1 point of damage per 2 caster levels (to a maximum of an extra 10 points of damage at 20th level).

**Appears in:** Heroes of the Streets

<b>Comprehend Languages</b>	<b>Alchemist 1</b>	<b>Disguise Self</b>	<b>Alchemist 1</b>
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**School:** Divination  
**Components:** V, S, M/DF (pinch of soot and salt)  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 10 min./level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it. Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the secret page and illusory script spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Comprehend languages can be made permanent with a permanency spell.

<b>Crafter's Fortune</b>	<b>Alchemist 1</b>	<b>Enlarge Person</b>	<b>Alchemist 1</b>
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**School:** Transmutation  
**Components:** V, S, F (a tool)  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** One creature  
**Duration:** 1 day/level or until discharged (D)  
**Save:** DC 14 Will negates (harmless)  
**Resistance:** Yes (harmless)

The target is struck by inspiration and gains a +5 luck bonus on its next Craft skill check.

**Appears in:** Advanced Player's Guide

**School:** Conjuraton (Healing)  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** Instantaneous  
**Save:** Will half (harmless); see text  
**Resistance:** Yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

<b>Disguise Self</b>	<b>Alchemist 1</b>
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**School:** Illusion (Glamour)  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 10 min./level (D)

You make yourself - including clothing, armor, weapons, and equipment - look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your creature type (although you can appear as another subtype). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person or gender. The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamor gets a Will save to recognize it as an illusion.

<b>Enlarge Person</b>	<b>Alchemist 1</b>
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**School:** Transmutation  
**Components:** V, S, M (powdered iron)  
**Casting Time:** 1 round  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** One humanoid creature  
**Duration:** 1 min./level (D)  
**Save:** DC 14 Fortitude negates  
**Resistance:** Yes

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size. A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it - the spell cannot be used to crush a creature by increasing its size. All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage (see page 145). Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell. Multiple magical effects that increase size do not stack.

Enlarge person counters and dispels reduce person.

Enlarge person can be made permanent with a permanency spell.



## Long Arm

## Alchemist 1

**School:** Transmutation

**Components:** V, S

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level (D)

Your arms temporarily grow in length, increasing your reach with those limbs by 5 feet.

**Appears in :** Advanced Class Guide