

## Flakspatter / Goblin Alchemist

		<u>mutagen/Str</u>	<u>mutagen/Dex</u>	<u>mutagen/Con</u>
5 Str	14 -2 = 12	+6 = 18		
5 Dex	14 +4 = 18		+4 = 22	
2 Con	12			+4 = 16
10 Int	16	-2 = 14		
-2 Wis	8		-2 = 6	
0 Cha	10 -2 = 8			-2 = 6
20				

### Racial Stats

Type: Humanoid / goblinoid <http://pathfinderwiki.com/wiki/Goblin>

Size: Small (+1 AC, +1 to Attack rolls, -1 CMB, -1 CMD, +4 Stealth)

Speed: 30 feet

Languages: Goblin (base); Common, Polyglot, Varisian

Alt. Feat/Skill Racial Trait: Hard Head, Big Teeth (provides a natural Bite attack @ 1d4)

Darkvision @ 60 feet

### Combat Stats

CMB = BAB + Str mod + Size mod = 1 +1 -1 = **1**

With mutagen/Dex (+4 Dex/ -2 Wis/ +2 AC) = 1

With mutagen/Str (+6 Str / -2 Int / +2 AC) = 4

CMD = 10 + BAB + Str mod + Dex mod + Size mod = 10 +1 +1 +4 -1 = **15**

With mutagen/Dex (+4 Dex/ -2 Wis/ +2 AC) = 17

With mutagen/Str (+6 Str / -2 Int / +2 AC) = 18

Armor Class (unarmored) = 10 + Dex mod + Size mod = 10 +4 +1 = **15**

With mutagen/Dex (+4 Dex/ -2 Wis/ +2 AC) = 10 +6 +1 +2 = 19

With mutagen/Str (+6 Str / -2 Int / +2 AC) = 10 +4 +1 +2 = 17

Melee Attack = BAB + Str mod + Size mod = 1 +1 -1 = **1**

With mutagen/Dex = 1 +1 -1 = 1

With mutagen/Str = 1 +4 -1 = 4

Range Attack = BAB + Dex mod + Size mod = 1 +4 -1 = **4**

With mutagen/Dex = 1 +6 -1 = 6

With mutagen/Str = 1 +4 -1 = 4

Bite Damage = d4 + Str mod = **d4 +1**

With mutagen/Dex = d8\* +1 \* (Feral Mutagen discovery => **bite/claw/claw** with mutagen)

With mutagen/Str = d8\* +4 \* (Feral Mutagen discovery => **bite/claw/claw** with mutagen)

Claw Damage = n/a normally

With mutagen/Dex = d4\* +1 / d4 +1 \* (Feral Mutagen discovery => **bite/claw/claw** with mutagen)

With mutagen/Str = d4\* +4 / d4 +4 \* (Feral Mutagen discovery => **bite/claw/claw** with mutagen)

(NOTE: Attacks made with Natural Weapons are Melee Attacks => no AoO, as there would be if they were considered Unarmed Attacks.)

### Feats

1st level Feat: **Roll With It** (*requires Acrobatics @ 1*) (If you are struck by a melee weapon, you may make an Acrobatics check of [5 + Damage] to move [Damage] feet, rather than take Damage. You provoke AoOs in hexes you move through, and are *Staggered* for 1 round after using this feat.

NOTE: Unarmed combat does NOT use melee weapons!)

1st level Alchemist Feat (free): Brew Potion

1st level Alchemist Feat (free): Throw Anything

3rd level Feat: **Ankle Biter [TBD]** (requires *Escape Artist @ 1*) If you are the target of a combat maneuver, you can, as an immediate action, try to bite your opponent in addition to any AoO or other consequence your opponent might incur from attacking you.

### Traits

1: Reckless (+1 Acrobatics; Acrobatics is always a class skill)

2: Vagabond Child/Urban (+1 Escape Artist; it is always a class skill)

**Not taken, but considered:**

*Trait: Firebug (+1 to Attack rolls with alchemist bombs & splash weapons)*

**OR Trait: Rude Songs (+2 Perform; Perform is always a class skill)**

**OR Trait: Goblin Pirate (+1 Profession(sailor) and +1 Swim; Swim is always a class skill)**

### Class: Alchemist

Proficiencies: All simple weapons, and bombs (Note: simple weapons now include guns)

Light armor, but no shields

Hit Pts: 1st level => 1d8 + Con mod = 8+1 = 9 HP

2nd level => 1d8 + Con mod = 5\*+1 = 6 HP

\* <http://invisiblecastle.com/roller/view/4330546/>

**TOTAL HP = 15 HP**

Skill Ranks per level: 4 + [Int mod] = 4+3 = 7

Level 2 => 2 x 7 = 14 skill pts:

-- Acrobatics (Dex)	1+3(favored) = 4	+4 (Dex) = 8
-- Appraise (Int)	1+3(favored) = 4	+3 (Int) = 7
-- Craft (alchemy) (Int)	1+3(favored) = 4	+3 (Int) = 7 +2 (Alchemist level 2) = 9
-- Craft (traps) (Int)	1+3(favored) = 4	+3 (Int) = 7
-- Disable Device (Dex)	1+3(favored) = 4	+4 (Dex) = 8
-- Escape Artist (Dex)	1+3(favored) = 4	+4 (Dex) = 8
-- Heal (Wis)	1+3(favored) = 4	-1 (Wis) = 3
-- Knowledge (arcana) (Int)	1+3(favored) = 4	+3 (Int) = 7
-- Knowledge (nature) (Int)	1+3(favored) = 4	+3 (Int) = 7
-- Perception (Wis)	1+3(favored) = 4	-1 (Wis) = 3
-- Profession (sailor) (Wis)	2+3(favored) = 4	-1 (Wis) = 4
-- Sleight of Hand (Dex)	1+3(favored) = 4	+4 (Dex) = 8
-- Survival (Wis)	1+3(favored) = 4	-1 (Wis) = 3

1st level Favored Class Option: Fire Resistance/1

2st level Favored Class Option: Fire Resistance/2

1st level Abilities:

-- Alchemy

---- +[level] bonus to Craft(Alchemy) skill = +2

---- Create [level] +1[due to Int] 1st-level Extracts per day = 2+1 = 3 per day.

Extracts take 1 minute to create. They last for one day. You can create all of them at the beginning of the day, or leave one or more 'slots' open to use later as you need. Flakspatter tends to keep *Cure Light Wounds* and *Touch of the Sea*, and one empty slot.

2+[Int bonus] = 5 known formulae for Extracts (my final choices are **bolded**):

- **Bomber's Eye** (+1 to attacks w/ thrown weapons; increase Range +10 feet)
- Comprehend Languages (Understand all spoken & written languages)
- **Cure Light Wounds** (1d8 +1/level)
- Endure Elements (exist comfortably in heat or cold; lasts 24 hours)
- **Enlarge Person** (-2 Dex, +2 Str, -1 AC, -1 to Attack)
- Expeditious Retreat (Speed +30 feet, for 1 minute/level)
- Jump (Acrobatics +10?, for 1 minute/level) (V. good w/ 'Roll With It' feat)
- **Polypurpose Panacea** (Many entertaining drug-related effects!)
- Reduce Person (+2 Dex, -2 Str, +1 AC, +1 to Attack)
  - [If I take the 'Equality for All' feat, this becomes +3 to Attack vs. Medium size for Tiny-goblin] [1d4 bite becomes 1d3, but bombs do the same damage as when normal size] [BUT note that Tiny creatures provoke an AoO whenever they do melee-or-unarmed attack. :( ]
- **Touch of the Sea** (Swim +8; Swim speed 30"; lasts 1 minute per level)

-- Bomb 1d6

---- Can use [level] + [Int bonus] = 2+3 = **5 bombs per day**

---- Bomb Damage = 1d6 + [Int bonus] = 1d6 +3. Fire Bomber => **1d6 +4**, can use fire bombs only. Splash damage = 1+ [Int bonus] +1 = **5 damage**. [*Bomb damage will increase to 2d6 +4 at 3rd level.*]

-- Mutagens (Can only have 1 mutagen active at a time)

---- For 10 minutes per level, enjoy the effect of a mutagen:

----- Str\*: +2 AC, +6\*\* Str, -2 Int

\* While under the effects of this mutagen, whenever the alchemist takes damage, his rage grows. At the end of each turn that he takes hit point damage, the ragechemist must succeed at a Will saving throw (DC 15, or DC 20 if any of the damage came from a critical hit that turn) or take a -2 penalty on Will saving throws and to Intelligence. These penalties end 1 hour after the mutagen ends and stack with themselves. If the penalty lowers the ragechemist's Intelligence score to 0, the ragechemist is comatose until 1 hour after the mutagen expires.

\*\* Due to Ragechemist

----- Dex: +2 AC, +4 Dex, -2 Wis

----- Con: +2 AC, +4 Con, -2 Cha

-- Discoveries

---- None at 1st level

---- 2nd level: Feral Mutagen (Bite attack at 1d6, two Claw attacks at 1d4, +2 to Intimidate) (Scott said that because Flakspatter already has 'Hard Head Big Teeth' = 1d4 bite, then the Feral Mutagen Bite attack will increase to 1d8)

---- 4th level: **TBD** - Explosive Bomb OR Infusion OR Precise Bombs OR Rag Doll OR Spont. Healing OR Tumor Familiar

-- 'Brew Potion' feat @ [level].

-- 'Throw Anything' feat

Archetype: Fire Bomber

- Fire Bombers can only add their Int bonus damage (+3) to bombs that do fire damage
- Fire Bombers do +1 damage per die of damage to all creatures in splash radius, iff with fire damage.

Archetype: Ragechemist

- No effect at 1st level
- At 2nd level, Mutagen for Str => +6 Str, -2 Int, +2 AC. [ \*But\* you have to save vs. Will whenever you take HP damage or decrease 2 from Int & Will save. When Int = 0, you go unconscious. (Stats remain lowered for 1 hour.) ]

### Equipment

- Waterproof Bag (5sp)
- Bandolier (for Bombs & Extracts) (5sp)
- Kit, Alchemist's (40gp) (24lbs)
- Filter Hood (10gp) (4lbs)
- Thieves' Tools (30gp) (1lb)
- Flint & Steel (1gp)
- Hammock (1sp) (3lbs)
- Outfit, ~Pickpocket's (pockets to carry Alchemy items) (5gp) (3lbs)
- Eyeglasses (5gp)
- Vest (2gp)
- Hat (2gp)
- Candlerods (qty 6) (6gp)
- Bomb Launcher (qty 2) (20gp) (each is one-use only)
- Alchemist's Kindness (qty 6) (ie. hangover cure) (6gp)
- Tindertwigs (qty 6) (6gp)
- Shiny Things! (10gp)
- 4gp TBD

### Useful URLs

Goblin Life: <http://www.rpgcrossing.com/showthread.php?t=115915>

Flakspatter is the best! Flakspatter burn the rest!  
Flakspatter is so mighty! Flakspatter love to fighty!  
Flakspatter is so graceful! Flakspatter punch your facehole!  
Flakspatter is well-fed! Flakspatter eat your head!