

Ratfolk

Male ratfolk alchemist (plague bringer) 5 - CR 4
 Neutral (5) Neutral (5) Humanoid (Ratfolk); Deity:
Norgorber; Age: **15**; Height: **3' 9"**; Weight: **74 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	8	-1	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	10	0	
INT INTELLIGENCE	15	+2	
WIS WISDOM	10	0	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4	=	+4				
Disease Resistance: +4 vs. disease							
REFLEX (DEXTERITY)	+5	=	+4	+1			
Disease Resistance: +4 vs. disease							
WILL (WISDOM)	+1	=	+1				
Disease Resistance: +4 vs. disease							

Disease Resistance +4 (Ex)

	Total	=	Enhanc	Shield	Dex	Deflect	Dodge	Misc
Defense	11	=	10		+1			

Armor DR **1** **Flat-Footed Def** **10**

Armor DR	=	Armor	HD	Nat	Nat DR	Misc
			+1			

Critical Defense	Total	=	DR	Shield	Dex	Deflec	Misc
+2		=	+1		+1		

CM Bonus	+3	=	BAB	Dexterity	Size	Misc
		=	+3	+1	-1	-

CM Defense	12	=	BAB	Strength	Dexterity	Size
		=	+3	-1	+1	-1

Base Attack **+3** **HP** **33**

Initiative	+1	Damage / Current HP

Speed **20 / 0 ft**

Bomb

Ranged: +6, 3d6+2 Fire

Crit: x2
Rng: 20'
Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-4	DEX (1)	1	
Appraise	+2	INT (2)	-	
Bluff	+1	CHA (0)	1	
Climb	-6	STR (-1)	1	
Diplomacy	+0	CHA (0)	-	
Disguise	+1	CHA (0)	1	
Escape Artist	-4	DEX (1)	1	
Fly	-3	DEX (1)	-	
Handle Animal	+5	CHA (0)	5	
Rodent Empathy: +4 racial bonus to influence rodents				
Heal	+4	WIS (0)	1	
Intimidate	+0	CHA (0)	-	
Linguistics	+3	INT (2)	1	
Perception	+6	WIS (0)	1	
Ride	-5	DEX (1)	-	
Sense Motive	+1	WIS (0)	1	
Sleight of Hand	-1	DEX (1)	1	
Spellcraft	+7	INT (2)	2	
Stealth	+1	DEX (1)	2	
Survival	+5	WIS (0)	2	
Swim	-7	STR (-1)	-	
Use Magic Device	+6	CHA (0)	1	

Feats

Agile Maneuvers

Use DEX instead of STR for CMB

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.

Brew Potion

You can create magic potions.

Extra Discovery

Choose an additional Discovery.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Spell Mastery

You can prepare the chosen spells without a spellbook.

Throw Anything

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

Special Abilities

Alchemy +5 (Su)

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

Bomb 3d6+2 (7/day, DC 14) (Su)

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

Darkvision (60 feet)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but

Leather armor

+2

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light

Gear

Total Weight Carried: 92/60 lbs, Over Load
(Light: 19.5 lbs, Medium: 39.75 lbs, Heavy: 60 lbs)

Alchemy crafting kit	5 lbs
Artisan's outfit (Free)	-
Backpack (empty)	0.5 lbs
Bedroll	1.25 lbs
Belt pouch (empty)	0.125 lbs
Cage, small/medium	60 lbs
Flint and steel	-
Ink, black	-
Inkpen	-
Leather armor	7.5 lbs
Mess kit	1 lb
Pot	4 lbs
Soap	0.5 lbs
Torch x10	1 lb
Trail rations x5	0.25 lbs
Waterskin	1 lb

Special Abilities

Fast Poisoning (Move Action) (Ex)

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.

Glassfoot Bomb

When the alchemist creates a bomb, he can choose to have it cover the ground in volatile jagged crystals in addition to its normal effects. These crystals act like caltrops, evaporating into a smelly but harmless gas in 2d6 rounds.

Plague Vial (DC 14) (Su)

At 1st level, a plague bringer can create a plague vial, an alchemically grown and concentrated disease sample. It takes 1 hour to prepare a plague vial, and once prepared, the vial remains potent until used. A plague bringer can only maintain 1

Poison Use

You are trained in the use of poison and cannot accidentally poison yourself when applying poison to a blade (see Poison).

Precise Bombs (2 squares) (Su)

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.

Rodent Empathy

Ratfolk gain a +4 racial bonus on Handle Animal checks made to influence rodents.

Swarming (Ex)

Ratfolk are used to living and fighting communally, and are adept at swarming foes for their own gain and their foes' detriment. Up to two ratfolk can share the same square at the same time. If two ratfolk in the same square attack the same foe, they

Swift Alchemy (Ex)

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.

Tracked Resources

Bomb 3d6+2 (7/day, DC 14) (Su)

Torch

Trail rations

Experience & Wealth

Experience Points: **15000**/23,000

Current Cash: **100 gp**

Reputation: **Fame: 5, PP: 5, 100 miles.**

Languages

Common
Gnome

Halfling

Spells & Powers

Alchemist (Plague Bringer) spells memorized (CL 5th; concentration +7)

Melee Touch +3 Ranged Touch +5

Companions

Skunk

No race

N Medium

Init +0; Senses Perception +0

Defense

Defense 10, flat-footed 10

Armor DR: 0

Critical Defense: +0

hp 0 ()

Fort +0, Ref +0, Will +0

Offense

Speed 30 ft.

Statistics

Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10

Base Atk +0; CMB +0; CMD 10 (can't be tripped)

Languages Common

Relationships

(Friendly 1)

Score: 1/Friendly

Sourcebooks Used

- **Advanced Player's Guide** - Alchemist (class); Extra Discovery (feat)
- **Advanced Player's Guide / Adventurer's Armory** - Cage, small/medium (equipment)
- **Advanced Player's Guide / Ultimate Equipment** - Alchemy crafting kit (equipment)
- **Advanced Race Guide** - Glassfoot Bomb (special ability); Plague Bringer (archetype)
- **Advanced Race Guide / Bestiary 3 / Inner Sea Races** - Ratfolk (race)
- **Ultimate Equipment** - Mess kit (equipment)

Skunk



No race - CR 1/2

Neutral (5) Neutral (5)

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	10	0	
CON CONSTITUTION	10	0	
INT INTELLIGENCE	10	0	
WIS WISDOM	10	0	
CHA CHARISMA	10	0	

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+0	DEX (0)	-	
Appraise	+0	INT (0)	-	
Bluff	+0	CHA (0)	-	
Climb	+0	STR (0)	-	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+0	DEX (0)	-	
Fly	+0	DEX (0)	-	
Heal	+0	WIS (0)	-	
Intimidate	+0	CHA (0)	-	
Perception	+0	WIS (0)	-	
Ride	+0	DEX (0)	-	
Sense Motive	+0	WIS (0)	-	
Stealth	+0	DEX (0)	-	
Survival	+0	WIS (0)	-	
Swim	+0	STR (0)	-	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+0	=					
REFLEX (DEXTERITY)	+0	=					
WILL (WISDOM)	+0	=					

Total	Enhanc	Shield	Dex	Deflect	Dodge	Misc
Defense 10	= 10					

Armor DR 0 **Flat-Footed Def** 10

Armor DR	=	Armor	HD	Nat	Nat DR	Misc
Armor DR	=					

Total	DR	Shield	Dex	Deflec	Misc
Critical Defense +0	=				

CM Bonus	+0	=	BAB	Strength	Size	Misc
CM Bonus	+0	=	-	+0	-	-

CM Defense	10	= 10	BAB	Strength	Dexterity	Size
CM Defense	10	= 10	-	+0	+0	-

can't be Tripped

Base Attack +0 **HP** 0

Initiative +0 Damage / Current HP

Speed 30 ft

Languages

Common

Sourcebooks Used

(none)

Experience & Wealth

Experience Points: 0/0

Current Cash: **You have no money!**

Reputation: **Fame: 0, PP: 0, 100 miles.**