



Acid (Flask)		HAND	TYPE	SIZE	CRITICAL	REACH
		Équipé	A	M	20/x2	5 ft.
	10 ft.	30 ft.		40 ft.		50 ft.
TH	+8	+6	+4	+1		-1
Dam	1d6+6	1d6+6	1d6+6	1d6+5		1d6+5

**Special Properties:** Thrown splash weapon see p.202, Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.

Alchemist's Fire (Flask)		HAND	TYPE	SIZE	CRITICAL	REACH
		Équipé	F	M	20/x2	5 ft.
	10 ft.	30 ft.		40 ft.		50 ft.
TH	+8	+6	+4	+1		-1
Dam	1d6+6	1d6+6	1d6+6	1d6+5		1d6+5

**Special Properties:** Thrown splash weapon see p.202, Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage.

+1 Pistol (Small)		HAND	TYPE	SIZE	CRITICAL	REACH
		Porté	BP	S	20/x4	5 ft.
	Range: 20 ft.	To Hit: +10		Damage: 1d6+2		
	30 ft.	40 ft.	60 ft.	80 ft.	100 ft.	
TH	+8	+7	+5	+3		+1
Dam	1d6+2	1d6+1	1d6+1	1d6+1		1d6+1
	120 ft.	140 ft.	160 ft.	180 ft.	200 ft.	
TH	-1	-3	-5	-7		-9
Dam	1d6+1	1d6+1	1d6+1	1d6+1		1d6+1

**Special Properties:** Misfire 1 (5 ft)

Bomb		HAND	TYPE	SIZE	CRITICAL	REACH
		Porté	F	M	20/x2	5 ft.
	Range: 20 ft.	To Hit: +10		Damage: 1d6+6		
	30 ft.	40 ft.	60 ft.	80 ft.	100 ft.	
TH	+8	+7	+5	+3		+1
Dam	1d6+6	1d6+5	1d6+5	1d6+5		1d6+5

**Special Properties:** 1d6 bonus damage

EQUIPMENT		ITEM	LOCATION	QTY	WT / COST
		Headband of Vast Intelligence +2	Equipped	1	1 / 4,000
		Hammer, Light	Equipped	1	1 / 1
		Tailblade (Ratfolk)	Equipped	1	NaN / 11
		Ring of Protection +1	Equipped	1	0 / 2,000
		+1 Mithral Shirt (Small)	Equipped	1	5 / 2,100
		30 hp/inch, hardness 15			
		Outfit (Hot Weather/Small)	Equipped	1	1 / 8
		Wrist Sheath (Spring Loaded/Small)	Equipped	1	NaN / 5
		Holds 1 forearm-length item or five arrows or bolts. Swift action to release 1 or more items (provokes as normal). +2 on Sleight of Hand to hide items in sheath. Can wear one wrist sheath per arm. Full-round action to insert item. 0.06 lbs., 1 Wand of Cure Light Wounds			
		Wrist Sheath (Spring Loaded/Small)	Equipped	1	NaN / 5
		Holds 1 forearm-length item or five arrows or bolts. Swift action to release 1 or more items (provokes as normal). +2 on Sleight of Hand to hide items in sheath. Can wear one wrist sheath per arm. Full-round action to insert item. 0.06 lbs., 1 Wand of Identify			
		Wand of Identify	Wrist Sheath	1	NaN / 750
		(Spring Loaded/Small)			
		This spell functions as detect magic, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession.			
		Smoked Goggles	Equipped	1	0 / 10
		Bandolier	Equipped	1	0 / 0.5
		Contains small loops or pouches for holding eight objects the size of a flask or small dagger. You can use the "retrieve a stored item" action to take an item from a bandolier. 0 lbs., 10 Bullet (Firearm)			
		Bullet (Firearm)	Bandolier	10	0 (0) / 1 (10)
		□□□□□ □□□□□			
		Bullet (Firearm)	Handy	2	0 (0) / 1 (2)
		□□	Haversack		
		Handy Haversack	Equipped	1	5 / 2,000
		27 lbs., 3 Alkali (Flask), 2 Vermin Repellent, 3 Acid (Flask), 3 Alchemist's Fire (Flask), 1 Wayfinder, 1 Outfit (Explorer's/Small), 1 Alchemy Crafting Kit, 2 Tindertwig, 1 E-Pick (Brown), 1 Hybridization Funnel, 1 Thieves' Tools (Masterwork), 2 Black Powder (Dose), 2 Bullet (Firearm), 1 Medlance, 1 Formula Book (Alchemist's/Blank), 1 Gunsmith's Kit, 1 Earplugs, 1 Oil of Magic Weapon, 3 Antiplague, 3 Antitoxin (Vial)			
		Alkali (Flask)	Handy	3	1 (3) / 15 (45)
		□□□	Haversack		
		Every creature within 5 feet of the point where the alkali flask hits takes 1 point of acid damage from the splash. Against oozes and other acid-based creatures, the alkali flask inflicts double damage. Craft DC: 20			
		Vermin Repellent	Equipped	1	0 / 5
		Swarms of vermin smaller than Tiny must make a successful DC 15 Fortitude saving throw in order to enter your square.			
		Vermin Repellent	Handy	2	0 (0) / 5 (10)
		□□	Haversack		
		Swarms of vermin smaller than Tiny must make a successful DC 15 Fortitude saving throw in order to enter your square.			
		Acid (Flask)	Handy	3	1 (3) / 10 (30)
		□□□	Haversack		
		Thrown splash weapon see p.202, Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.			
		Alchemist's Fire (Flask)	Handy	3	1 (3) / 20 (60)
		□□□	Haversack		
		Thrown splash weapon see p.202, Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage.			
		<b>TOTAL WEIGHT CARRIED/VALUE</b>			<b>16,88 lbs. 16,431.5gp</b>

EQUIPMENT		ITEM	LOCATION	QTY	WT / COST
		Wayfinder	Handy	1	1 / 500
		Haversack			
		light at will, +2 competence to Survival (avoid becoming lost), can contain an ioun stone			
		Outfit (Explorer's/Small)	Handy	1	2 / 0
		Haversack			
		Alchemy Crafting Kit	Handy	1	5 / 25
		Haversack			
		Tindertwig	Handy	2	0 (0) / 1 (2)
		□□	Haversack		
		lights a torch with a standard action			
		E-Pick (Brown)	Handy	1	1 / 30
		Haversack			
		Capacity: 10, Usage: 1 charge			
		Hybridization Funnel	Handy	1	2 / 200
		Haversack			
		Thieves' Tools (Masterwork)	Handy	1	2 / 100
		Haversack			
		Wand of Cure Light Wounds	Wrist Sheath	1	NaN / 555
		□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□	(Spring Loaded/Small)		
		When laying your hand upon a living creature, you channel positive energy that cures 1d8+1/level, max 5 points of damage.			
		Black Powder (Dose)	Handy	2	0 (0) / 10 (20)
		□□	Haversack		
		Medlance	Handy	1	0 / 500
		Haversack			
		Capacity: 10 uses, Usage: disposable			
		Formula Book (Alchemist's/Blank)	Handy	1	3 / 15
		Haversack			
		Gunsmith's Kit	Handy	1	2 / 15
		Haversack			
		Earplugs	Handy	1	0 / 0
		Haversack			
		Give you a +2 circumstance bonus on saves against effects that require hearing, but also cause a -5 penalty on hearing-based Perception checks.			
		Oil of Magic Weapon	Handy	1	0 / 50
		Haversack			
		Gives a weapon a +1 enhancement bonus on attack and damage rolls for 1 minute.			
		Antiplague	Handy	3	0 (0) / 50 (150)
		Haversack			
		□□□			
		Gain a +5 alchemical bonus on Fortitude saving throws against disease for the next hour. If already infected, you may also make two saving throws (without the +5 bonus) that day and use the better result.			
		Antitoxin (Vial)	Handy	3	0 (0) / 50 (150)
		□□□	Haversack		
		+5 alchemical bonus to Fortitude saves against poison for 1 hour			
		Powder Horn	Equipped	1	1 / 3
		Black Powder	Equipped	10	0 (0) / 10 (100)
		□□□□□ □□□□□			
		Alchemical Cartridge (Paper/Bullet)	Equipped	10	0 (0) / 12 (120)
		□□□□□ □□□□□			
		Potion of Resist Energy 10 (Fire)	Equipped	1	0 / 300
		Grants fire resistance 10 for 30 minutes.			
		+1 Pistol (Small)	Carried	1	2 / 2,344
		Misfire 1 (5 ft)			
		Alchemist's Lab		1	40 / 200
		Bomb	Carried	1	0 / 0
		1d6 bonus damage			
		<b>TOTAL WEIGHT CARRIED/VALUE</b>			<b>16,88 lbs. 16,431.5gp</b>

WEIGHT ALLOWANCE	
Light 22	Medium 45
Heavy 67	Push / Drag 337
Lift over head 67	Lift off ground 135

MONEY	
Total= 0 gp	[Unspent Funds = 1,466.47 gp]

MAGIC	
Languages	
Auran, Common, Dwarven, Gnome, Hallit	

Other Companions	
Archetypes	

**Gulch Gunner** [Paizo Inc. - Advanced Race Guide, p.152]

Ratfolk warfare often occurs in cramped, claustrophobic spaces such as the ratfolk's own underground warrens and heavily trapped gulch fortresses, or the subterranean tunnels of goblins and similar foes. Since these battlegrounds often have tight corners and few areas with long lines of sight, those ratfolk who seek to master the use of firearms almost inevitably become experts in close-quarters combat. These gulch gunners often specialize in proficiency with a single pistol (easily handled in tight spaces) and wander from warren to warren selling their tunnel-shooting skills to the highest bidder.

**Gun Scavenger** [Paizo Publishing - Inner Sea Combat, p.37]

Although Alkenstar is the center of firearm production and innovation in the Inner Sea, the crack of flint and tang of gun smoke is enough to inspire enthusiasts elsewhere to try their hand at making their own guns using intuition instead of

blueprints. A gun scavenger collects scraps, spare parts, and other components that might-if modified properly-give her firearm an extra edge.

#### Trap Breaker

[Paizo Publishing -  
Dungeoneer's  
Handbook, p.23]

Trap breakers forgo the study of poison to instead master the construction and deployment of traps, using their nimble fingers to disable dangerous devices and their alchemical knowledge to create devastating land mines.

### Traits

#### Magical Knack (Alchemist)

[Paizo Inc. - Advanced  
Player's Guide, p.329]

You were raised, either wholly or in part, by a magical creature, either after it found you abandoned in the woods or because your parents often left you in the care of a magical minion. This constant exposure to magic has made its mysteries easy for you to understand, even when you turn your mind to other devotions and tasks. Your caster level in Alchemist gains a +2 trait bonus as long as this bonus doesn't raise your caster level above your current Hit Dice.

#### Reckless Contempt

[Paizo Publishing -  
Ultimate Campaign,  
p.53]

You do not fear the threat of lesser weapons. Whenever you provoke an attack of opportunity by firing a firearm, you gain a +1 trait bonus on the attack roll that provoked the attack of opportunity.

### Special Attacks

#### Bomb (Su)

[Paizo Inc. - Advanced  
Player's Guide, p.27]

You can use 9 bombs each day. Bombs are considered weapons and can be selected using feats such as Point-Blank Shot and Weapon Focus. On a direct hit, your bomb inflicts 1d6+5 points of fire damage. Your bombs also inflict an additional 1d6 points of fire damage that is not multiplied on a critical hit or by using feats such as Vital Strike. Splash damage from an your bomb is always equal to the bomb's minimum damage (7). Those caught in the splash damage can attempt a DC 17 Reflex save for half damage.

#### Explosive Missile (Su)

[Paizo Inc. - Ultimate  
Combat]

As a standard action, the alchemist can infuse a single arrow, crossbow bolt, or one-handed firearm bullet with the power of his bomb, load the ammunition, and shoot the ranged weapon. He must be proficient with the weapon in order to accomplish this. When the infused ammunition hits its target, it deals damage normally and detonates as if the alchemist had thrown the bomb at the target. If the explosive missile misses, it does not detonate.

#### Shock Bomb\*

[Paizo Inc. - Advanced  
Player's Guide]

When the alchemist creates a bomb, he can choose to have it inflict electricity damage. Creatures that take a direct hit from a shock bomb are dazzled for 1d4 rounds.

#### Throw Anything (Ex)

[Paizo Inc. - Advanced  
Player's Guide, p.27]

You gain the Throw Anything feat as a bonus feat. You add your Intelligence modifier to damage done with splash weapons, including the splash damage if any. This bonus damage is already included in the bomb class feature.

### Special Qualities

#### Alchemy (Su)

[Paizo Inc. - Advanced  
Player's Guide, p.26]

When using Craft (Alchemy) to create an alchemical item, you gain a +4 competence bonus on the Craft (alchemy) check. In addition, you can use Craft (Alchemy) to identify potions as if using Detect Magic. He must hold the potion for 1 round to make such a check.

#### Bonus Alchemist New Discovery (4x)

[Paizo Inc. - Advanced  
Race Guide, p.151]

Alchemist: The alchemist gains +1/6 of a new discovery.

#### Brew Potion (Ex)

[Paizo Inc. - Advanced  
Player's Guide, p.27]

You receive Brew Potion as a bonus feat. You can brew potions of any formulae you know (up to 3rd level), using your alchemist level as caster level. The spell must be one that can be made into a potion. You do not need to meet the prerequisites for this feat.

#### Change Out (Ex)

[Paizo Publishing - Inner  
Sea Combat, p.38]

At 1st level, as a full-round action, a gun scavenger can remove the broken condition from a single firearm she is currently wielding, as long as that condition was gained by a firearm misfire. When she does, she can replace the broken part with a specialized, short-lived component that does one of the following: gives the firearm the scatter weapon quality (Ultimate Combat i37); increases the damage dealt by the pistolwhip deed by one die size; OT increases the firearm's range increment by 10 feet. A firearm with such a modification increases its misfire chance cumulatively by 1 each time it is fired until it misfires. When it does misfire, the effects of the temporary component are lost. A gun scavenger must have at least 1 grit point to perform this deed. Alternatively, if the gun scavenger spends 1 grit point to perform a change out, she can either perform the change out as a standard action instead of a full-round action, or perform the change out on a firearm that isn't broken. This deed replaces the quick clear deed.

### Gunslinger Battered Gun (Battered Pistol)

22 gp (PFS rule)

[Paizo Inc. - Ultimate  
Combat]

#### Gunsmith

[Paizo Inc. - Ultimate  
Combat, p.9]

At 1st level, a gunslinger gains one of the following firearms of her choice: blunderbuss, musket, or pistol. Her starting weapon is battered, and only she knows how to use it properly. All other creatures treat her gun as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (it's worth 4d10 gp when sold). The gunslinger also gains Gunsmithing as a bonus feat.

#### Deeds

[Paizo Inc. - Ultimate  
Combat, p.10]

Gunslingers spend grit points to accomplish deeds. Most deeds grant the gunslinger some momentary bonus or effect, but there are some that provide longerlasting effects. Some deeds stay in effect as long as the gunslinger has at least 1 grit point. The following is the list of base gunslinger deeds. A gunslinger can only perform deeds of her level or lower. Unless otherwise noted, a deed can be performed multiple successive times, as long as the appropriate amount of grit is spent to perform the deed.

#### Gunslinger's Dodge (Ex)

[Paizo Inc. - Ultimate  
Combat, p.10]

At 1st level, the gunslinger gains an uncanny knack for getting out of the way of ranged attacks. When a ranged attack is made against the gunslinger, she can spend 1 grit point to move 5 feet as an immediate action; doing so grants the gunslinger a +2 bonus to AC against the triggering attack. This movement is not a 5-foot step, and provokes attacks of opportunity. Alternatively, the gunslinger can drop prone to gain a +4 bonus to AC against the triggering attack. The gunslinger can only perform this deed while wearing medium or light armor, and while carrying no more than a light load.

#### Class Skills

[Paizo Inc. - Advanced  
Race Guide, p.152]

A gulch gunner adds Disable Device, Escape Artist, and Knowledge (dungeoneering) to her list of class skills and removes Knowledge (local), Ride, and Swim from her list of class skills.

#### Daring Adjacent Shot

[Paizo Inc. - Advanced  
Race Guide, p.152]

The first time each round the gulch gunner makes a ranged firearm attack against an adjacent foe and provokes an attack of opportunity, she regains 1 grit point. Making an adjacent firearm attack against a helpless or unaware creature or on a creature that has fewer Hit Dice than half the gulch gunner's character level does not restore grit, nor do ranged attacks using some ability that prevents the gulch gunner from provoking an attack of opportunity. This ability replaces the ability to regain grit from a critical hit with a firearm.

#### Darkvision (Ex)

[Paizo Inc. - Bestiary]

Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

#### Deeds

[Paizo Inc. - Advanced  
Race Guide, p.152]

A gulch gunner has some unique deeds, which replace some of the standard gunslinger deeds as listed in each entry. These deeds follow all the general rules and restrictions of gunslinger deeds.

#### Deeds

[Paizo Publishing - Inner  
Sea Combat, p.38]

A gun scavenger gains the following deeds at the listed level.

#### Flash and Shock (Ex)

[Paizo Inc. - Advanced  
Race Guide, p.152]

The gulch gunner can take advantage of the flash and sound of a firearm to throw off an attacker's aim at close range. When she makes an attack against a foe within her firearm's first range increment, she may spend 1 grit point to gain a +4 circumstance bonus to AC against that opponent until the beginning of her next turn. She can only perform this deed while wearing medium, light, or no armor, and while carrying no more than a light load.

#### Formulae

[Paizo Inc. - Advanced  
Player's Guide]

An alchemist may know any number of formulae. He stores his formulae in a special tome called a formula book. He must refer to this book whenever he prepares an extract but not when he consumes it. An alchemist begins play with two 1st-level formulae of his choice, plus a number of additional formulae equal to his Intelligence modifier. At each new alchemist level, he gains one new formula of any level that he can create. An alchemist can also add formulae to his book just like a wizard adds spells to his spellbook, using the same costs, pages, and time requirements. An alchemist can study a wizard's spellbook to learn any formula that is equivalent to a spell the spellbook contains. A wizard, however, cannot learn spells from a formula book. An alchemist does not need to decipher arcane writings before copying them.

#### Go By Feel (Ex)

[Paizo Publishing - Inner  
Sea Combat, p.37]

A gun scavenger's intuitive and unique style leaves her firearms prone to misfire, whether as a result of using too much powder, using imperfectly milled parts, or any number of other minor inconsistencies. When using a firearm, a gun



scavenger cannot reduce that firearm's misfire chance to 0; it can always misfire on a natural 1.

**Grit (Ex)** [Paizo Inc. - Advanced Race Guide, p.152]

At 1st level, a gulch gunner gains grit as a standard gunslinger. However, the close-combat focus of the gulch gunner results in a slightly different set of circumstances for regaining grit.

**Gunsmith** [Paizo Publishing - Inner Sea Combat, p.37]

The gun scavenger's starting weapon is a mishmash of pieces that even other gunpowder enthusiasts fail to comprehend. Anyone other than the gun scavenger treats her starting weapon as broken, even if she uses the Gunsmithing feat (Ultimate Combat io3) to repair it. This ability works in all other ways like the gunslinger's gunsmith class feature.

**Mutagen (Su)** [Paizo Inc. - Advanced Player's Guide, p.27]

You know how to create a mutagen that you can imbibe in order to heighten your physical prowess at the cost of your personality. It takes 1 hour to brew a dose of mutagen, and once brewed, it remains potent until used. You can only maintain one dose of mutagen at a time - if you brews a second dose, any existing mutagen becomes inert. A mutagen that is not in your possession becomes inert until an alchemist picks it up again. When you brew a mutagen, you select one physical ability score - either Strength, Dexterity, or Constitution. It's a standard action to drink a mutagen. Upon being imbibed, the mutagen causes you to grow bulkier and more bestial, granting you a +2 natural armor bonus and a +4 alchemical bonus to the selected ability score for 40 minutes. In addition, while the mutagen is in effect, you take a -2 penalty to one of your mental ability scores. If the mutagen enhances your Strength, it applies a penalty to your Intelligence. If it enhances your Dexterity, it applies a penalty to your Wisdom. If it enhances your Constitution, it applies a penalty to your Charisma. A non-alchemist who drinks a mutagen must make a DC 17 Fortitude save 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.

**Rodent Empathy** [Paizo Inc. - Bestiary 3, p.151]

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

**Swarming** [Paizo Inc. - Bestiary 3, p.151]

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 are considered to be flanking that foe as if they were in two opposite squares.

**Swift Alchemy (Ex)** [Paizo Inc. - Advanced Player's Guide, p.31]

You can create alchemical items with astounding speed. It takes you half the normal amount of time to create alchemical items, and you can apply poison to a weapon as a move action.

**Tinker (Ex)** [Paizo Inc. - Bestiary 3, p.151]

Ratfolk gain a +2 racial bonus on Craft (Alchemy), Perception, and Use Magic Device checks.

**Trapfinding (Ex)** [Paizo Publishing - Dungeoneer's Handbook, p.23]

A Trap Breaker adds 1/2 his alchemist level on Perception checks made to locate traps and on Disable Device checks. A Trap Breaker can use Disable Device to disarm magic traps.

## Feats

**Point-Blank Shot** [Paizo Inc. - Core Rulebook, p.131]

You are especially accurate when making ranged attacks against close target. You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

**Precise Shot** [Paizo Inc. - Core Rulebook, p.131]

You are adept at firing ranged attacks into melee. You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

**Technologist** [Paizo Inc. - Technology Guide, p.7]

You are familiar with the basic mechanics of technology. You are considered to be trained in any skill used against a technology-based subject. If the skill in question requires training to use even against non-technological subjects, you must still have ranks in that skill in order to gain the benefit of Technologist. Normal: You treat all skill checks made against technology as if they were untrained skill checks. This may mean that you cannot attempt certain skill checks, even if you possess ranks in the skill in question.

## Armor Proficiency, Light

You are skilled at wearing light armor.

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.

**Exotic Weapon Proficiency (Firearms)** [Paizo Inc. - Core Rulebook, p.123]

You understand how to use your chosen exotic weapon in combat, and can utilize any special tricks or qualities that exotic weapon might allow.

You make attack rolls with the weapon normally.

**Gunsmithing** [Paizo Inc. - Ultimate Combat, p.103]

You know the secrets of repairing and restoring firearms.

If you have access to a gunsmith's kit, you can create and restore firearms, craft bullets, and mix black powder for all types of firearms. You do not need to make a Craft check to create firearms and ammunition or to restore firearms.

~~Crafting Firearms - You can craft any early firearm for a cost in raw materials equal to half the price of the firearm. At your GM's discretion, you can craft advanced firearms for a cost in raw materials equal to half the price of the firearm. Crafting a firearm in this way takes 1 day of work for every 1,000 gp of the firearm's price (minimum 1 day).~~

~~Crafting Ammunition - You can craft bullets, pellets, and black powder for a cost in raw materials equal to 10% of the price. If you have at least 1 rank in Craft (alchemy), you can craft alchemical cartridges for a cost in raw materials equal to half the price of the cartridge. At your GM's discretion, you can craft metal cartridges for a cost in raw materials equal to half the cost of the cartridge. Crafting bullets, black powder, or cartridges takes 1 day of work for every 1,000 gp of ammunition (minimum 1 day).~~

~~Restoring a Broken Firearm - Each day, with an hour's worth of work, you can use this feat to repair a single firearm with the broken condition. You can take time during a rest period to restore a broken firearm with this feat.~~

~~[Special]If you are a gunslinger, this feat grants the following additional benefit. You can use this feat to repair and restore your initial, battered weapon. It costs 300 gp and 1 day of work to upgrade it to a masterwork firearm of its type.~~

**Martial Weapon Proficiency** [Paizo Inc. - Core Rulebook, p.130]

You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

**Simple Weapon Proficiency** [Paizo Inc. - Core Rulebook, p.133]

You are trained in the use of basic weapons.

You make attack rolls with simple weapons without penalty.

**Throw Anything** [Paizo Inc. - Core Rulebook, p.135]

You are used to throwing things you have on hand.

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.

**Brew Potion (Granted)** (Brew Potion is replaced by it in PFS) [Paizo Inc. - Core Rulebook, p.119]

~~Extra Bombs Grants 2 more uses of bombs~~

~~You can create magic potions. You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures or objects. Brewing a potion takes 2 hours if its base price is 250 gp or less, otherwise brewing a potion takes 1 day for each 1,000 gp in its base price. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. To brew a potion, you must use up raw materials costing one half this base price. See the magic item creation rules in Chapter 15 for more information. When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.~~

## Proficiencies

Aldori Dueling Sword, Amentum, Arc Pistol, Arc Rifle, Atlatl, Autograpnel, Axe (Throwing), Bardiche, Battle Aspergillum, Battle Poi, Battleaxe, Bayonet, Bec de Corbin, Bill, Blade Boot, Blowgun, Blunderbuss, Boar Spear, Bomb, Bombard (Heavy), Bombard (Light), Bombard (Standard), Brass Knuckles, Broadsword (Nine Ring), Buckler Gun, Butterfly Sword, Cannon, Cannon (Fiend's Mouth), Cestus, Chakram, Club, Combat Scabbard, Crossbow (Heavy), Crossbow (Light), Culverin, Dagger, Dagger (Punching), Dart, Dart Gun, Death Ray, Dogslicer, Double Chicken Saber, Double Hackbut, Earth Breaker, EMP Pistol, EMP Rifle, Falchion, Fire Lance, Firearms, Flail, Flail (Heavy), Flambarb, Flare Gun, Garrote, Gauntlet, Gauntlet (Spiked), Gladius, Glaive, Glaive-Guisarme, Grapple, Gravity Pistol, Gravity Rifle, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Hanbo, Handaxe, Hooked Lance, Horsecopper, Hunga Munga, Id Rifle, Iron Brush, Javelin, Jutte, Katana, Kerambit, Klar, Kukri, Lance, Laser Pistol, Laser Rifle, Laser Torch, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Mace (Heavy), Mace (Light), Mattock, Mere Club, Mindrender, Monk's Spade, Morningstar, Musket, Musket (Axe), Musket (Double-Barreled), Musket (Warhammer), Naginata, Nodachi, Ogre Hook, Pepperbox, Pick (Heavy), Pick (Light), Pilum, Pistol, Pistol (Coat), Pistol (Dagger), Pistol (Double-Barreled), Pistol (Dragon), Pistol (Sword Cane), Poisoned Sand Tube, Quarterstaff, Ransure, Rapier, Revolver, Rhoka, Rhomphaia, Rifle, Rock, Rope Gauntlet, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Shortspear, Shotgun, Sibat, Sickle, Sling, Sling Glove, Sonic Pistol, Sonic Rifle, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Splash Weapon, Stake, Starknife, Stingchuck,

Stun Gun, Switchblade Knife, Sword (Bastard), Sword (Short), Sword (Tri-Point Double-Edged), Sword Cane, Syringe spear, Tepoztopilli, Terbutje, Terbutje (Great), Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), War Razor, Waraxe (Dwarven), Warhammer, Wushu Dart, Zero Pistol, Zero Rifle

# Alchemist Spells

LEVEL	0	1	2	3	4	5	6
PER DAY	—	5	2	—	—	—	—
Concentration	+10						

## LEVEL 1 / Per Day:5 / Caster Level:5

Name	School	Time	Duration	Range	Source
<b>Adjourning Step</b>	<b>Abjuration [Force]</b>	1 standard action	5 rounds or until discharged	Personal	UC:p.222
<b>[V, S, M] TARGET:</b> You; <b>EFFECT:</b> This spell creates a subtle and complicated force effect that is most effective when used by a still or slow-moving spellcaster or formula user. While you are subject to this spell, you can take two 5-foot steps each round and still cast spells and use spell-like abilities without provoke attacks of opportunity. This spell automatically discharges as soon as you make an attack, cast a harmful spell against another creature, or move more than 5 feet with a single move action. If the action that discharges the spell also provokes attacks of opportunity, that action still provokes attacks of opportunity as normal.					
<b>Ant Haul</b>	<b>Transmutation</b>	1 standard action	10 hours	Touch	APG:p.202
<b>[V, S, M/DF] TARGET:</b> creature touched; <b>EFFECT:</b> The target's carrying capacity triples [see Table 7-4: Carrying Capacity on page 171 of the Core Rulebook]. This does not affect the creature's actual Strength in any way, merely the amount of material it can carry while benefiting from this spell. It also has no effect on encumbrance due to armor. If the creature wears armor it still takes the normal penalties for doing so regardless of how much weight the spell allows it to carry. <b>[SR:Yes (harmless); DC:16, Fortitude negates (harmless)]</b>					
<b>Blurred Movement</b>	<b>Illusion (Glamer)</b>	1 standard action	5 minutes [D]	Personal	ACG:p.176
<b>[V, S] TARGET:</b> you; <b>EFFECT:</b> This spell functions as blur, except that the blurring occurs only when you move at least 10 feet on your turn and ceases at the end of your movement. It is therefore mainly used to protect against attacks on your turn, such as attacks of opportunity. If you move at least twice your speed on your turn, the blurring lasts until the start of your next turn.					
<b>Comprehend Languages</b>	<b>Divination</b>	1 standard action	50 minutes	Personal	CR:p.258
<b>[V, S, M/DF] TARGET:</b> You; <b>EFFECT:</b> 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 fooled 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>Transmutation</b>	1 standard action	5 days or until discharged [D]	Close (35 ft.)	APG:p.213
<b>[V, S, F] TARGET:</b> one creature; <b>EFFECT:</b> The target is struck by inspiration and gains a +5 luck bonus on its next Craft skill check. <b>[SR:Yes (harmless); DC:16, Will negates (harmless)]</b>					
<b>Cure Light Wounds</b>	<b>Conjuration (Healing)</b>	1 standard action	Instantaneous	Touch	CR:p.263
<b>[V, S] TARGET:</b> Creature touched; <b>EFFECT:</b> 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>[SR:Yes (harmless); see text; DC:16, Will half (harmless); see text]</b>					
<b>Detect Secret Doors</b>	<b>Divination</b>	1 standard action	Concentration, up to 5 minutes [D]	60 ft.	CR:p.268
<b>[V, S] TARGET:</b> Cone-shaped emanation; <b>EFFECT:</b> You can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of secret doors. 2nd Round: Number of secret doors and the location of each. If an aura is outside your line of sight, then you discern its direction but not its exact location. Each Additional Round: The mechanism or trigger for one particular secret portal closely examined by you. Each round, you can turn to detect secret doors in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. <b>[SR:No]</b>					
<b>Endure Elements</b>	<b>Abjuration</b>	1 standard action	24 hours	Touch	CR:p.277
<b>[V, S] TARGET:</b> Creature touched; <b>EFFECT:</b> A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected. Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth. <b>[SR:Yes (harmless); DC:16, Will negates (harmless)]</b>					
<b>Enlarge Person</b>	<b>Transmutation</b>	1 round	5 minutes [D]	Close (35 ft.)	CR:p.277
<b>[V, S, M] TARGET:</b> One humanoid creature; <b>EFFECT:</b> 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 Table: Tiny and Large Weapon Damage]. 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. <b>[SR:Yes; DC:16, Fortitude negates]</b>					
<b>Expeditious Retreat</b>	<b>Transmutation</b>	1 standard action	5 minutes [D]	Personal	CR:p.279
<b>[V, S] TARGET:</b> You; <b>EFFECT:</b> This spell increases your base land speed by 30 feet. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance [see the Acrobatics skill].					
<b>Heightened Awareness</b>	<b>Divination</b>	1 standard action	50 minutes [D]	Personal	ACG:p.183
<b>[V, M/DF] TARGET:</b> You; <b>EFFECT:</b> You enter a heightened state of awareness that allows you to notice more about your surroundings and recall information effortlessly. You gain a +2 competence bonus on Perception checks and on all Knowledge checks that you are trained in. If this spell is active when you have to make an initiative check, you can instantly dismiss this spell and gain a +4 bonus on that check.					
<b>Identify</b>	<b>Divination</b>	1 standard action	15 rounds [D]	60 ft.	CR:p.299
<b>[V, S, M] TARGET:</b> Cone-shaped emanation; <b>EFFECT:</b> This spell functions as detect magic, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession. This spell does not allow you to identify artifacts. <b>[SR:No]</b>					
<b>Invisibility Alarm</b>	<b>Abjuration</b>	1 standard action	50 minutes	Close (35 ft.)	ACG:p.185
<b>[V, S, F/DF] TARGET:</b> 20-ft.-radius emanation centered on a point in space; <b>EFFECT:</b> This spell functions as alarm, except that it is triggered only by invisible creatures entering or leaving the warded area. The spell has a different mental alarm depending on whether the invisible creature is entering or leaving the area. This spell does not aid you in sensing or pinpointing the location of an invisible creature within the spell's area. Invisibility alarm can be made permanent with a permanency spell by a caster of 9th level or higher at a cost of 2,500 gp. <b>[SR:No]</b>					
<b>Jump</b>	<b>Transmutation</b>	1 standard action	5 minutes [D]	Touch	CR:p.303
<b>[V, S, M] TARGET:</b> Creature touched; <b>EFFECT:</b> The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at caster level 5th, and to +30 [the maximum] at caster level 9th. <b>[SR:Yes; DC:16, Will negates (harmless)]</b>					
<b>Long Arm</b>	<b>Transmutation</b>	1 standard action	5 minutes [D]	Touch	CR:p.303
<b>[V, S] TARGET:</b> You; <b>EFFECT:</b> Your arms temporarily grow in length, increasing your reach with those limbs by 5 feet.					
<b>Longshot</b>	<b>Transmutation</b>	1 standard action	5 minutes	Personal	UC:p.236
<b>[V, S, M/DF] TARGET:</b> You; <b>EFFECT:</b> This spell reduces the effect of range, granting a +10-foot bonus to the range increment of any weapon used by the subject.					
<b>Negate Aroma</b>	<b>Transmutation</b>	1 standard action	5 hours [D]	Close (35 ft.)	APG:p.234
<b>[V, S, M/DF] TARGET:</b> 5 creatures or objects touched; <b>EFFECT:</b> With a gesture, this spell allows you to dismiss even the foulest or most distinctive scents. When cast, the targeted creatures or objects lose all natural and unnatural odors. A creature under the effect of negate aroma cannot be tracked, located, or pinpointed by the scent special quality. In addition, this spell prevents the target creature from using the stench special ability and similar odor-based abilities [such as those possessed by troglodytes]. Negate aroma does not prevent the target from acquiring outside smells or odors. Dowsing the creature with a pungent substance effectively negates the benefits of the spell until the substance is neutralized or washed away. <b>[SR:Yes; DC:16, Fortitude negates]</b>					
<b>Polypurpose Panacea</b>	<b>Transmutation</b>	1 standard action	See text	Personal	UM:p.232
<b>[S] TARGET:</b> You; <b>EFFECT:</b> This creates one of several cantrip-level effects relating to your health, well-being, and entertainment. The panacea has no side effects [for example, the intoxication panacea does not cause a hangover]. When you use polypurpose panacea, choose one of the following effects. Analgesic: You do not feel minor aches and pains, such as from arthritis, a cold, or a hangover, for 1 hour. For the duration, you gain a +2 resistance bonus against pain-related spells. Clarity: You get a +1 competence bonus on a single attack roll, saving throw, or skill check within 1 minute. You must choose to use the bonus before making the roll to which it applies. Hallucination: You have pleasant hallucinations for 1 hour, such as wandering lights, music, playful surreal animals, and so on. You can tell these are not real, but they are distracting, and you take a $\ominus 2$ penalty on Perception checks for the duration. Intoxication: You feel comfortably intoxicated for 1 hour, as if you had a few alcoholic beverages. Lucid Dream: If you take this panacea within 1 hour of going to sleep, you have a lucid dream that is under your control and lasts for an hour. Resistance: You gain a +1 resistance bonus on saves for 1 minute. Sleep: You enter a pleasant and restful sleep for at least 1 hour unless awakened. If you would normally be sleeping at this time, when the panacea ends you continue sleeping normally. Sobriety: You become completely sober for 1 hour, negating any penalties to your actions for being drunk [GameMastery Guide 237]. Magical and alchemical methods [such as detect poison] still detect you as inebriated. Time spent under the effect of this panacea do not count toward the time necessary to sober up [it merely delays your intoxication]. Tenacity: You gain 1 temporary hit point for 1 minute. Wakefulness: You remain awake for 2 hours without feeling sleepy, and without side effects such as jitteriness. You gain a +5 resistance bonus against sleep-related spells such as lullaby and sleep. This use of the panacea merely delays your need for sleep and does not count as rest or sleep. You can use it multiple times in succession, but as each effect wears off, you are as tired as you would be had you not used the panacea. <b>[SR:No]</b>					
<b>Reduce Person</b>	<b>Transmutation</b>	1 round	5 minutes [D]	Close (35 ft.)	CR:p.330
<b>[V, S, M] TARGET:</b> One humanoid creature; <b>EFFECT:</b> This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a -2 size penalty to Strength [to a minimum of 1], and a +1 bonus on attack rolls and AC due to its reduced size. A Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet [meaning that it must enter an opponent's square to attack]. A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet. This spell doesn't change the target's speed. All equipment worn or carried by a creature is similarly reduced by the spell. Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession [including a projectile or thrown weapon] instantly returns to its normal size. This means that thrown weapons deal their normal damage [projectiles deal damage based on the size of the weapon that fired them]. Multiple magical effects that reduce size do not stack. Reduce person counters and dispels enlarge person. Reduce person can be made permanent with a permanency spell. <b>[SR:Yes; DC:16, Fortitude negates]</b>					
<b>See Alignment</b>	<b>Divination</b>	1 standard action	1/round per level	Personal	UC:p.243
<b>[V, S, M] TARGET:</b> You; <b>EFFECT:</b> When you cast this spell, select a single alignment [such as lawful good or chaotic evil]. Creatures of that alignment glow with a ghostly radiance while they are within your vision. Though you can see this radiance, other creatures cannot. Spells and effects that obscure alignment, like undetectable alignment, also obscure the effects of this spell.					
<b>Shield</b>	<b>Abjuration [Force]</b>	1 standard action	5 minutes [D]	Personal	CR:p.342
<b>[V, S] TARGET:</b> You; <b>EFFECT:</b> Shield creates an invisible shield of force that hovers in front of you. It negates magic missile attacks directed at you. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane spell failure chance.					
<b>Targeted Bomb Admixture</b>	<b>Transmutation</b>	1 standard action	5 rounds	Personal	UC:p.246
<b>[V, S] TARGET:</b> You; <b>EFFECT:</b> Upon drinking an extract created with this formula, you make a significant change to your magical reserve that modifies the nature of all bombs you create and throw during this extract's duration. This effect on your magical reserve has no effect on any discoveries that you use to modify your bombs, but you can only have one admixture effect [formula with the word "bomb admixture" in its title] active at a time. If you drink another bomb admixture, the effects of the former bomb admixture end and the new one becomes active. When you throw bombs, they can only hit a direct target; they do not splash. However, the bomb deals its base damage plus double your Intelligence modifier instead of just its base damage plus your Intelligence modifier.					

\* =Domain/Specialty Spell

# Alchemist Spells

<input type="checkbox"/> <b>Touch of the Sea</b>	<b>Transmutation, WaterSchool</b>	1 standard action	5 minutes	Touch	APG:p.250
<b>[V, S, M] TARGET:</b> creature touched; <b>EFFECT:</b> You cause webs to grow between the target's fingers and its feet to transform into flippers, granting a swim speed of 30 feet along with the standard +8 bonus on Swim checks and the ability to take 10 even if distracted or endangered. You can also use the run action while swimming, provided you swim in a straight line. This transformation causes any boots or gloves the target is wearing to meld into its form [although magic items with a continuous effect continue to function]. This spell does not grant the target any ability to breathe water. <b>[SR:Yes (harmless); DC:16, Fortitude negates (harmless)]</b>					
<input type="checkbox"/> <b>True Strike</b>	<b>Divination</b>	1 standard action	See text	Personal	CR:p.363
<b>[V, F] TARGET:</b> You; <b>EFFECT:</b> You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll [if it is made before the end of the next round] gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.					
<input type="checkbox"/> <b>Vocal Alteration</b>	<b>Transmutation</b>	1 standard action	5 minutes	Close (35 ft.)	UM:p.248
<b>[V, S] TARGET:</b> One humanoid creature; <b>EFFECT:</b> You alter the target's voice to something else. For example, you could make the target's voice high-pitched, husky, or nasal, or change its accent to an accent you are familiar with. If this spell is used as part of a disguise, the target gets a +10 bonus on the Disguise check when trying to fool a listener. The target can vary the disguised voice just as it could its normal voice. For example, a halfling female given a male dwarf noble's voice and accent could speak in falsetto, with a rural halfling accent, and so on. <b>[SR:Yes; DC:16, Fortitude negates]</b>					

## LEVEL 2 / Per Day:2 / Caster Level:5

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <b>Alchemical Allocation</b>	<b>Transmutation</b>	1 standard action	1 round	Personal	APG:p.301
<b>[S] TARGET:</b> You; <b>EFFECT:</b> This extract causes a pale aura to emanate from your mouth. If you consume a potion or elixir on the round following the consumption of this extract, you can spit it back into its container as a free action. You gain all the benefits of the potion or elixir, but it is not consumed. You can only gain the benefits of one potion or elixir in this way per use of this extract.					
<input type="checkbox"/> <b>Aram Zey's Focus</b>	<b>Divination</b>	1 standard action	5 minutes [D]	Personal	PFSFG:p.56
<b>[V, S, F] TARGET:</b> You; <b>EFFECT:</b> Aram Zey created this spell for use by his students, both to increase their confidence in their skills and to ensure more of them survived encounters with deadly traps. If you don't have the trapfinding class ability, this spell grants you the trapfinding ability of a rogue of half your character level. If you have the trapfinding ability granted by class levels, however, this spell grants you a +5 competence bonus on all Disable Device checks made to disarm mechanical [but not magical] traps. While under the effects of Aram Zey's focus, whenever you trigger a trap by rolling poorly on a Disable Device check, you may roll a second Disable Device check. This new roll uses the same modifiers as the first roll. If your second roll is high enough to avoid accidentally springing the trap, you avoid setting it off, but still fail to disarm it. Each time you take advantage of this feature, the remaining duration of the spell is reduced by 1 minute-if less than a minute's worth of duration remains, the spell ends as soon as you reroll your Disable Device check.					
<input type="checkbox"/> <b>Barkskin</b>	<b>Transmutation</b>	1 standard action	50 minutes	Touch	CR:p.246
<b>[V, S, DF] TARGET:</b> Living creature touched; <b>EFFECT:</b> Barkskin toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at 12th level. The enhancement bonus provided by barkskin stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0. <b>[SR:Yes (harmless)]</b>					
<input type="checkbox"/> <b>Cat's Grace</b>	<b>Transmutation [WoodSchool]</b>	1 standard action	5 minutes	Touch	CR:p.252
<b>[V, S, M] TARGET:</b> Creature touched; <b>EFFECT:</b> The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier. <b>[SR:Yes; DC:17, Will negates (harmless)]</b>					
<input type="checkbox"/> <b>Darkvision</b>	<b>Transmutation</b>	1 standard action	5 hours	Touch	CR:p.264
<b>[V, S, M] TARGET:</b> Creature touched; <b>EFFECT:</b> The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight. Darkvision can be made permanent with a permanency spell. <b>[SR:Yes (harmless); DC:17, Will negates (harmless)]</b>					
<input type="checkbox"/> <b>Invisibility</b>	<b>Illusion (Glamer)</b>	1 standard action	5 minutes [D]	Personal or touch	CR:p.301
<b>[V, S, M/DF] TARGET:</b> You or a creature or object weighing no more than 500 lbs.; <b>EFFECT:</b> The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so [thus, the effect is that of a light with no visible source]. Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible. Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable [such as swimming in water or stepping in a puddle]. If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as bless that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area. Invisibility can be made permanent [on objects only] with a permanency spell. <b>[SR:Yes (harmless) or yes (harmless, object); DC:17, Will negates (harmless) or Will negates (harmless, object)]</b>					
<input type="checkbox"/> <b>Restoration (Lesser)</b>	<b>Conjuration (Healing)</b>	3 rounds	Instantaneous	Touch	CR:p.334
<b>[V, S] TARGET:</b> Creature touched; <b>EFFECT:</b> Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain. <b>[SR:Yes (harmless); DC:17, Will negates (harmless)]</b>					
<input type="checkbox"/> <b>See Invisibility</b>	<b>Divination</b>	1 standard action	50 minutes [D]	Personal	CR:p.339
<b>[V, S, M] TARGET:</b> You; <b>EFFECT:</b> You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures. The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see. See invisibility can be made permanent with a permanency spell.					

\* =Domain/Specialty Spell

## Prepared Spell List: Prepared Spells

### Alchemist

Level 1	Level 2
<input type="checkbox"/> Endure Elements (DC:16) <input type="checkbox"/> Heightened Awareness <input type="checkbox"/> Longshot <input type="checkbox"/> True Strike	<input type="checkbox"/> Cat's Grace (DC:17)

## Spell Book: Formula Book (Alchemist's/Blank)

### Alchemist

Level 1	Level 2
<input type="checkbox"/> Adjuring Step <input type="checkbox"/> Ant Haul (DC:16) <input type="checkbox"/> Blurred Movement <input type="checkbox"/> Comprehend Languages <input type="checkbox"/> Crafter's Fortune (DC:16) <input type="checkbox"/> Cure Light Wounds (DC:16) <input type="checkbox"/> Detect Secret Doors <input type="checkbox"/> Endure Elements (DC:16) <input type="checkbox"/> Enlarge Person (DC:16) <input type="checkbox"/> Expeditious Retreat <input type="checkbox"/> Heightened Awareness <input type="checkbox"/> Identify <input type="checkbox"/> Invisibility Alarm <input type="checkbox"/> Jump (DC:16) <input type="checkbox"/> Long Arm <input type="checkbox"/> Longshot <input type="checkbox"/> Negate Aroma (DC:16) <input type="checkbox"/> Polypurpose Panacea <input type="checkbox"/> Reduce Person (DC:16) <input type="checkbox"/> See Alignment <input type="checkbox"/> Shield <input type="checkbox"/> Targeted Bomb Admixture <input type="checkbox"/> Touch of the Sea (DC:16) <input type="checkbox"/> True Strike <input type="checkbox"/> Vocal Alteration (DC:16)	<input type="checkbox"/> Alchemical Allocation <input type="checkbox"/> Aram Zey's Focus <input type="checkbox"/> Barkskin <input type="checkbox"/> Cat's Grace (DC:17) <input type="checkbox"/> Darkvision (DC:17) <input type="checkbox"/> Invisibility (DC:17) <input type="checkbox"/> Restoration (Lesser) (DC:17) <input type="checkbox"/> See Invisibility

Day Job (alchemy): d20+5 (int) + 5 (ranks) + 3 (class skill) +2 lab +5 (from Crafter's Fortune) +1 (artisan's shop) +2 (race) = +23 and maybe +3 from specific alchemist bonus  
 Alchemy to create alchemical items: d20+15 skill +3 alchemist bonus +2 from lab and eventually +5 if prepare some crafter's potion  
 use of Hybridization Funnel d20+15+2 from lab and eventually +5 from crafter's fortune