

Male Dwarf grenadier alchemist 6

LG Medium humanoid (dwarf)

Init +1, **Senses** darkvision (60 ft.); Perception +10

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DEFENSE

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AC 21, touch 11, flat-footed 20 (+10 armor, +1 Dex); +4 dodge vs. giants

hp 57 (6d8+24)

Fort +9, **Ref** +7, **Will** +4; +3 vs. poison, spells, and spell-like abilities

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OFFENSE

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Speed 20 ft.

Melee +1 *dwarven longhammer* +9 (2d6+7/x3)

Melee mwk. battleaxe +9 (1d8+4/x3)

Ranged bomb +7

Ranged light crossbow +5 (1d8/19-20)

Special Attacks bomb 10/day (3d6+4 fire); +1 attack vs. goblinoids and orcs

Alchemist Extracts Prepared (CL 6th)

2nd—*barkskin*, *open slots* (2), *see invisibility*

1st—*comprehend languages*, *cure light wounds*, *expeditious retreat*, *identify*, *shield*

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STATISTICS

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Str 18, **Dex** 12, **Con** 16, **Int** 18, **Wis** 12, **Cha** 5

Base Atk +4; **CMB** +8; **CMD** 19 (23 vs bullrush and trip)

Feats Armor Proficiency (heavy, medium), Martial Weapon Proficiency (*dwarven longhammer*), Power Attack, Throw Anything

Skills Appraise +13 (+15 to assess nonmagical metals or gemstones), Craft (alchemy) +13, Disable Device +7, Heal +12, Knowledge (arcana) +13, Knowledge (nature) +13, Knowledge (planes) +10, Perception +10, Spellcraft +13, Survival +10

ACP -5

Languages Common, Dwarven, Giant, Goblin, Orc, Undercommon

Traits firebug, glory of old

SQ alchemical weapon, alchemy (alchemy crafting +6, identify potions), directed blast, discoveries (concussive bombs, explosive bombs, infusion, precise bombs), mutagen (+4/−2, +2 natural, 60 minutes), swift alchemy

Combat Gear *wand of cure light wounds* (50 charges), *oil of bless weapon*, *oil of magic weapon* (2), *potion of cure light wounds*, *potion of enlarge person*, *potion of mage armor*, *potion of protection from evil*, *potion of shield of faith* +2, antitoxin, acid (3), alchemist's fire (3), tanglefoot bag

Other Gear +1 full plate, +1 dwarven longhammer, belt of giant strength +2, headband of vast intelligence +2, cloak of resistance +1, light crossbow and 20 bolts, masterwork battleaxe, backpack, climber's kit, healer's kit, survival kit, mwk. thieves' tools, formula book, 16.0 gp

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FORMULA BOOK

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Alchemist Spells

2nd -*alter self, barkskin, lesser restoration, resist energy, see invisibility*

1st -*comprehend languages, crafter's fortune, cure light wounds, expeditious retreat, identify, shield, touch of the sea*

Firebug You were the child of a gunsmith or alchemist and always enjoyed experimenting with fiery alchemical items and minor explosives. You gain a +1 trait bonus on attack rolls made with thrown splash weapons and alchemist bombs.

Glory of Old In your veins flows the blood of dwarven heroes from Tar Taargadth. You receive a +1 trait bonus on saving throws against spells, spell-like abilities, and poison.