

## Vivian

Player: Emily

**Human (chelaxian) alchemist (vivisectionist) 5 - CR 4**  
 Lawful Evil Humanoid (Human); Atheist; Age: **18**; Height: **5' 4"**; Weight: **140 lb.**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>13</b>	<b>+1</b>	
<b>DEX</b> DEXTERITY	<b>16</b>	<b>+3</b>	
<b>CON</b> CONSTITUTION	<b>14</b>	<b>+2</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>8</b>	<b>-1</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+6</b>	=	<b>+4</b>	<b>+2</b>			
	Poison Resistance: +4 bonus vs. poison						
<b>REFLEX</b> (DEXTERITY)	<b>+7</b>	=	<b>+4</b>	<b>+3</b>			
	Poison Resistance: +4 bonus vs. poison						
<b>WILL</b> (WISDOM)	<b>+3</b>	=	<b>+1</b>			<b>+2</b>	
	Poison Resistance: +4 bonus vs. poison						

Poison Resistance +4 (Ex)										
	Total	=	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	<b>18</b>	=	<b>+4</b>		<b>+3</b>			<b>+1</b>		
<b>Touch AC</b>	<b>14</b>		<b>Flat-Footed AC</b>		<b>15</b>					
			BAB	Strength	Size	Misc				
<b>CM Bonus</b>	<b>+4</b>	=	<b>+3</b>	<b>+1</b>						
			BAB	Strength	Dexterity	Size				
<b>CM Defense</b>	<b>18</b>	=	<b>10</b>	<b>+3</b>	<b>+1</b>	<b>+3</b>				
<b>Base Attack</b>			<b>+3</b>							
			<b>HP</b>		<b>46</b>					
			Damage / Current HP							
<b>Initiative</b>			<b>+3</b>							
<b>Speed</b>			<b>30 / 20 ft</b>							

### Adamantine sickle

Main hand: **+7, 1d6+1 plus blue whinnis** Crit: x2  
 Main w/ offhand: **+3, 1d6+1 plus blue whinnis**  
 Main w/ light off: **+5, 1d6+1 plus blue whinnis**  
 Offhand: **+5, 1d6 plus blue whinnis**



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+3</b>	DEX (3)	<b>3</b>	
Speed greater/less than 30 ft. : -4 to jump				
<b>Appraise</b>	<b>+3</b>	INT (3)		
<b>Bluff</b>	<b>+0</b>	CHA (-1)		<b>1</b>
<b>Climb</b>	<b>-1</b>	STR (1)		<b>1</b>
<b>Craft (alchemy)</b>	<b>+7</b>	INT (3)		<b>1</b>
Alchemy: +5 competence bonus to create alchemical items				
<b>Diplomacy</b>	<b>+0</b>	CHA (-1)		<b>1</b>
<b>Disable Device</b>	<b>+3</b>	DEX (3)		<b>2</b>
<b>Disguise</b>	<b>+0</b>	CHA (-1)		<b>1</b>
<b>Escape Artist</b>	<b>+4</b>	DEX (3)		<b>4</b>
<b>Fly</b>	<b>+4</b>	DEX (3)		<b>1</b>
<b>Heal</b>	<b>+7</b>	WIS (0)		<b>2</b>
<b>Intimidate</b>	<b>-1</b>	CHA (-1)		
<b>Knowledge (arcana)</b>	<b>+7</b>	INT (3)		<b>1</b>
<b>Knowledge (dungeoneering)</b>	<b>+4</b>	INT (3)		<b>1</b>
<b>Knowledge (engineering)</b>	<b>+4</b>	INT (3)		<b>1</b>
<b>Knowledge (geography)</b>	<b>+4</b>	INT (3)		<b>1</b>
<b>Knowledge (history)</b>	<b>+4</b>	INT (3)		<b>1</b>
<b>Knowledge (local)</b>	<b>+4</b>	INT (3)		<b>1</b>
<b>Knowledge (nature)</b>	<b>+7</b>	INT (3)		<b>1</b>
<b>Knowledge (religion)</b>	<b>+4</b>	INT (3)		<b>1</b>
<b>Perception</b>	<b>+8</b>	WIS (0)		<b>5</b>
<b>Ride</b>	<b>+0</b>	DEX (3)		
<b>Sense Motive</b>	<b>+0</b>	WIS (0)		
<b>Sleight of Hand</b>	<b>+5</b>	DEX (3)		<b>2</b>
<b>Spellcraft</b>	<b>+7</b>	INT (3)		<b>1</b>
<b>Stealth</b>	<b>+5</b>	DEX (3)		<b>5</b>
<b>Survival</b>	<b>+4</b>	WIS (0)		<b>1</b>
<b>Swim</b>	<b>-2</b>	STR (1)		
<b>Use Magic Device</b>	<b>+3</b>	CHA (-1)		<b>1</b>

### Activated Abilities & Adjustments

Poison Weapon  
 Poison Weapon  
 Poison Weapon, Melee

### Feats

Armor Proficiency (Light)  
 Brew Potion  
 Iron Will  
 Piranha Strike -1/+2  
 Simple Weapon Proficiency - All  
 Throw Anything  
 Two-Weapon Fighting  
 Weapon Finesse

### Special Abilities

Alchemy +5 (Su)  
 Bleeding Attack +3 (Ex)

## Dagger

Main hand: **+6, 1d4+1**

Main w/ offhand: **+2, 1d4+1**

Main w/ light off: **+4, 1d4+1**

Offhand: **+4, 1d4**

Ranged: **+6, 1d4+1**

Ranged w/ offhand: **+2, 1d4+1**

Ranged w/ light off: **+4, 1d4+1**

Ranged offhand: **+4, 1d4**

Crit: 19-20/x2

Rng: 10'

Light, P/S

## Chain shirt

**+4**

Max Dex: +4, Armor Check: -2

Spell Fail: 20%, Light

## Gear

**Total Weight Carried: 68/150 lbs, Medium Load**

**(Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs)**

+1 amulet of mighty fists	-
Adamantine sickle	2 lbs
Alchemy crafting kit	5 lbs
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Blue whinnis x4	-
Chain shirt	25 lbs
Dagger	1 lb
Feral Mutagen: +4 Dex, -2 Wis, +2 Nat AC	-
Flint and steel	-
Ink, black	-
Inkpen	-
Mess kit	1 lb
Money <In: Dropped to ground (1 @ 0.32 lbs)>	0.32 lbs
Pot	4 lbs
Potion of cure moderate wounds x2	-
Ring of protection +1	-
Scholar's outfit (Free)	-
Soap	0.5 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Vivian	3 lbs
Waterskin	4 lbs

## Special Abilities

Feral Mutagen (Su)

Mutagen (DC 15) (Su)

Poison Use

Sneak Attack +3d6

Swift Alchemy (Ex)

Swift Poisoning (Move Action) (Ex)

## Tracked Resources

Blue whinnis	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Dagger	<input type="checkbox"/>
Feral Mutagen: +4 Dex, -2 Wis, +2 Nat AC	<input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/> <input type="checkbox"/>

## Experience & Wealth

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

Current Cash: **8 gp, 3 sp, 5 cp**

## Tracked Resources

Torch

Trail rations

## Languages

Common

Infernal

Necril

Varisian

## Spells & Powers

**Alchemist (Vivisectionist) spells memorized** (CL 5th; concentration +8)

**Melee Touch +6 Ranged Touch +6**

**2nd**—*adhesive blood*<sup>ACG</sup> (DC 15), *barkskin*, *pouncing fury*<sup>UW</sup>

**1st**—*adhesive spittle*<sup>ACG</sup> (DC 14), *illusion of calm*<sup>UC</sup> (DC 14), *long arm*<sup>ACG</sup>, *shield*, *shock shield*<sup>UC</sup>

## Sourcebooks Used

- **Advanced Class Guide** - Adhesive Blood (spell); Adhesive Spittle (spell); Blood Armor (spell); Blurred Movement (spell); Extreme Flexibility (spell); Long Arm (spell)
- **Advanced Player's Guide** - Alchemical Allocation (spell); Alchemist (class); Mutagen (feral) (equipment); Negate Aroma (spell); Stone Fist (spell)
- **Advanced Player's Guide / Ultimate Equipment** - Alchemy crafting kit (equipment)
- **Advanced Race Guide** - Delay Disease (spell)
- **Blood of the Beast / Ultimate Wilderness** - Pouncing Fury (spell)
- **Heroes of the Darklands / Inner Sea Races / Inner Sea World Guide** - Necril (language)
- **Inner Sea Races / Inner Sea World Guide** - Chelaxian (race option); Varisian (language)
- **Monster Codex** - Fleshy Facade (spell); Scale Spikes (spell)
- **Sargava, the Lost Colony** - Piranha Strike (feat)
- **Ultimate Combat** - Animal Aspect (spell); Illusion of Calm (spell); Shock Shield (spell)
- **Ultimate Equipment** - Mess kit (equipment)
- **Ultimate Intrigue** - Obscure Poison (spell); Shifted Steps (spell)
- **Ultimate Magic** - Anthropomorphic Animal (spell); Blood Transcription (spell); Vivisectionist (archetype)