

XP 25,600

Male human alchemist 8/master chymist 6

NG Medium humanoid (human)

Init +7; **Senses** Perception +17

DEFENSE

AC 27, touch 14, flat-footed 23; (+9 armor, +3 Dex, +1 dodge, +4 natural)

hp 142 (8d8+6d10+78)

Fort +11, **Ref** +12, **Will** +6; +6 bonus on saves against poisons

OFFENSE

Speed 30 ft.

Special Attacks bomb (7d6+6 fire, DC 23, 20/day), brutality (+2)

Extracts Prepared (CL 12)

4th—*cure critical wounds* (3), *fire shield*

3rd—*cure serious wounds* (3), *haste*, *thorn body*^{APG}

2nd—*aid* (2), *cure moderate wounds* (4), *invisibility*

1st—*bomber's eye*^{APG} (2), *cure light wounds* (5)

STATISTICS

Str 16, **Dex** 16, **Con** 14, **Int** 22, **Wis** 10, **Cha** 14

Base Atk +12; **CMB** +15; **CMD** 29

Feats Blind-Fight, Dodge, Improved Initiative, Iron Will, Mobility, Point Blank Shot, Precise Shot, Throw Anything, Toughness

Skills Acrobatics +12, Appraise +17, Bluff +16, Climb +12, Craft (alchemy) +23, Disable Device +20, Heal +17, Knowledge (arcana) +17, Knowledge (nature) +17, Knowledge (religion) +20, Perception +17, Spellcraft +23, Survival +11, Use Magic Device +20

SQ advanced mutagen (disguise), advanced mutagen (furious mutagen), advanced mutagen (greater mutagen), bomb-thrower, discovery (explosive bomb), discovery (feral mutagen), discovery (infuse mutagen), discovery (infusion), mutagenic form, mutate (3/day), swift alchemy, swift poisoning

Gear +5 *chain shirt*, *belt of physical perfection* +2, *headband of vast intelligence* +2 (Religion)