

XP 25,600

Male human alchemist 8/master chymist 6

CE 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 +13, **Ref** +12, **Will** +6; +6 bonus on saves against poisons

OFFENSE

Speed 30 ft.

Melee 2 claws +18 (1d8+8), bite +18 (2d6+8)

Special Attacks bomb (7d6+5 fire, DC 22, 19/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 22, **Dex** 16, **Con** 18, **Int** 20, **Wis** 10, **Cha** 12

Base Atk +12; **CMB** +18; **CMD** 32

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

Skills Acrobatics +12, Appraise +16, Bluff +16, Climb +15, Craft (alchemy) +22, Disable Device +20, Heal +17, Knowledge (arcana) +16, Knowledge (nature) +16, Knowledge (religion) +19, Perception +17, Spellcraft +22, Survival +11, Use Magic Device +19

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)