

Furrysquig

Player: Scott David Gray

Male Ratfolk Alchemist (Grenadier) 1/Fighter (Lore Warden) 1 - CL2 - CR 1

True Neutral Humanoid (Ratfolk); Deity: Varg; Age: 15; Height: 3' 9"; Weight: 71lb.

| Ability | Score | Modifier | Temporary |
|----------------------------|-------|----------|-----------|
| STR STRENGTH | 15 | +2 | |
| DEX DEXTERITY | 15 | +2 | |
| CON CONSTITUTION | 14 | +2 | |
| INT INTELLIGENCE | 14 | +2 | |
| WIS WISDOM | 9 | -1 | |
| CHA CHARISMA | 8 | -1 | |

| Saving Throw | Total | Base | Ability | Resist | Misc | Temp | Notes |
|------------------------------------|-------|------|---------|--------|------|------|-------|
| FORTITUDE (CONSTITUTION) | +6 | = | +4 | +2 | | | |
| REFLEX (DEXTERITY) | +4 | = | +2 | +2 | | | |
| WILL (WISDOM) | -1 | = | | -1 | | | |

Power-Hungry : -2 vs. Charm or Compulsion effects if there's a promise of wealth or power

| Total | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
|--------------|-------|--------|-----|------|-------|--------|-------|------|
| AC 17 | = | +4 | | +2 | +1 | | | |

| Touch AC | Flat-Footed AC | BAB | Strength | Size | Misc |
|----------|----------------|-----|----------|------|------|
| 13 | 15 | | | | |

| CM Bonus | +0 | = | +1 | +2 | -1 | - |
|----------|----|---|----|----|----|---|
| | | | | | | |

| CM Defense | 14 | = | 10 | +1 | +2 | +2 | -1 |
|------------|----|---|----|----|----|----|----|
| | | | | | | | |

| Base Attack | +1 | HP | 20 |
|-------------|----|----|----|
| | | | |

| Initiative | +2 | Damage / Current HP |
|------------|----|---------------------|
| | | |

| Speed | 20 ft |
|-------|-------|
| | |

Arrows

Crit: x2
Ammo, P

Bite (Tusked)

Main hand: +3, 1d4+6

Crit: x2
Light, B/P/S

Main w/ offhand: -3, 1d4+6

Main w/ light off.: -1, 1d4+6

Offhand: -5, 1d4+6

Blunt arrows

Crit: x2
Ammo, B



| Skill Name | Total | Ability | Ranks | Temp |
|--|-------|----------|-------|------|
| Acrobatics | +0 | DEX (2) | - | |
| Appraise | +6 | INT (2) | 1 | |
| Bluff | -1 | CHA (-1) | - | |
| Climb | +4 | STR (2) | 1 | |
| Craft (alchemy) | +9 | INT (2) | 2 | |
| <small>Alchemy: +1 competence bonus to create alchemical items</small> | | | | |
| Diplomacy | -1 | CHA (-1) | - | |
| Disable Device | +7 | DEX (2) | 2 | |
| Disguise | -1 | CHA (-1) | - | |
| Escape Artist | +0 | DEX (2) | - | |
| Fly | +2 | DEX (2) | - | |
| Handle Animal | - | CHA (-1) | - | |
| <small>Rodent Empathy: +4 bonus to influence rodents</small> | | | | |
| Heal | -1 | WIS (-1) | - | |
| Intimidate | -1 | CHA (-1) | - | |
| Linguistics | +6 | INT (2) | 1 | |
| Perception | +4 | WIS (-1) | 2 | |
| <small>Scent: -2 sight and hearing</small> | | | | |
| Ride | +0 | DEX (2) | - | |
| Sense Motive | -1 | WIS (-1) | - | |
| Sleight of Hand | - | DEX (2) | - | |
| Spellcraft | +7 | INT (2) | 2 | |
| Stealth | +4 | DEX (2) | - | |
| Survival | +3 | WIS (-1) | 1 | |
| Swim | +0 | STR (2) | - | |
| Use Magic Device | - | CHA (-1) | - | |

Feats

Armor Proficiency (Light)

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.

Furious Focus

If you are wielding a weapon in two hands, ignore the penalty for your first attack of each turn.

Martial Weapon Proficiency (Tailblade)

You make attack rolls with the selected weapon normally.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Power Attack -1/+2

You can subtract from your attack roll to add to your damage.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Throw Anything

Proficient with improvised ranged weapons. +1 to hit with thrown splash weapons.

Traits

Adopted

Add a racial trait.

Inspired (1/day)

Roll twice and take the better result on a skill or ability check.

Magical Knack (Alchemist [Grenadier])

+2 CL for a specific class, to a max of your HD.

Tusked

Huge, sharp tusks bulge from your mouth, and you receive a bite attack (1d4 damage for Medium characters). If used as part of a full attack action, the bite attack is made at your full base attack bonus -5.

Drawbacks

Power-Hungry

-2 vs. Will saves if the effect's creator promises wealth or power

Bomb

Ranged: **+5, 1d6+2 Fire**

Crit: x2

Ranged w/ offhand: **-1, 1d6+2 Fire**

Rng: 20'
Light

Ranged w/ light off.: **+1, 1d6+2 Fire**

Ranged offhand: **-3, 1d6+2 Fire**

Composite longbow (Str +1)

Ranged, both hands: **+4, 1d6+1**

Crit: x3
Rng: 110'
2-hand, P

falchion

Both hands: **+3, 1d6+6**

Crit: 18-20/x2
2-hand, S

Flight arrows

Crit: x2
Ammo, P

Tailblade

Main hand: **+3, 1d2+4**

Crit: x2

Main w/ offhand: **-3, 1d2+4**

Light, S

Main w/ light off.: **-1, 1d2+4**

Offhand: **-5, 1d2+3**

Experience & Wealth

Experience Points: **2000/5000**

Current Cash: **You have no money!**

Unarmed strike

Main hand: **+3, 1d2+4**

Crit: x2

nonlethal

Light, B, Nonlethal

Main w/ offhand: **-3, 1d2+4**

nonlethal

Main w/ light off.: **-1, 1d2+4**

nonlethal

Offhand: **-5, 1d2+3 nonlethal**

chain shirt

+4

Max Dex: +4, Armor Check: -2
Spell Fail: 20%, Light

Gear

Total Weight Carried: 39/172.5lbs, Light Load

(Light: 57 lbs, Medium: 114.75 lbs, Heavy: 172.5 lbs)

| | |
|---|-----------|
| Alchemy crafting kit | 5 lbs |
| Antitoxin <In: Backpack, masterwork (10 @ 9 lbs)> | - |
| Arrows x20 | 0.075 lbs |
| Artisan's outfit (Free) | - |
| Backpack, masterwork (10 @ 9 lbs) | 1 lb |
| Baneberry <In: Belt pouch (3 @ 0 lbs)> | - |
| Belt pouch (3 @ 0 lbs) | 0.125 lbs |
| Black fester <In: Belt pouch (3 @ 0 lbs)> | - |
| Blunt arrows x20 | 0.075 lbs |
| chain shirt | 12.5 lbs |
| Cheese x3 <In: Backpack, masterwork (10 @ 9 | 0.5 lbs |
| Composite longbow (Str +1) | 1.5 lbs |
| falchion | 4 lbs |
| Flight arrows x20 | 0.075 lbs |
| Haggis x2 <In: Backpack, masterwork (10 @ 9 | 1.5 lbs |
| Hat | 0.125 lbs |
| Meat <In: Backpack, masterwork (10 @ 9 lbs)> | 0.5 lbs |
| Money <In: Belt pouch (3 @ 0 lbs)> | - |
| Tailblade | 0.25 lbs |
| Thieves' tools, masterwork <In: Backpack, | 2 lbs |
| Traveler's any-tool <In: Backpack, masterwork (10 | 1 lb |
| Travelling formula book <In: Backpack, masterwork | 1 lb |
| Unholy symbol, wooden (Varg) | - |
| Waterskin | 1 lb |

Special Abilities

Alchemy +1 (Su)

Alchemists are not only masters of creating mundane alchemical substances such as alchemist's fire and smokesticks, but also of fashioning magical potion-like extracts in which they can store spell effects. In effect, an

Bomb 1d6+2 (3/day, DC 12) (Su)

In addition to magical extracts, alchemists are adept at swiftly mixing various volatile chemicals and infusing them with their magical reserves to create powerful bombs that they can hurl at their enemies. An alchemist can use a

Darkvision (60 feet)

You can see in the dark (black and white vision only).

Special Abilities

Mutagen (DC 12) (Su)

At 1st level, an alchemist discovers how to create a mutagen that he can imbibe in order to heighten his physical prowess at the cost of his personality. It takes 1 hour to brew a dose of mutagen, and once brewed, it remains potent until used.

Rodent Empathy

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

Scent

Some ratfolk have much more strongly developed senses of smell, instead of keen eyes and ears. These ratfolk have the scent ability, but take a -2 penalty on all Perception checks based primarily on sight or hearing. This racial trait

Scent (Ex)

This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Swarming (Ex)

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

Tracked Resources

| | |
|--------------------------------|---|
| Antitoxin | <input type="checkbox"/> |
| Arrows | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Baneberry | <input type="checkbox"/> |
| Black fester | <input type="checkbox"/> |
| Blunt arrows | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Bomb 1d6+2 (3/day, DC 12) (Su) | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Flight arrows | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Haggis | <input type="checkbox"/> <input type="checkbox"/> |
| Inspired (1/day) | <input type="checkbox"/> |

Languages

| | |
|--------|---------|
| Common | Orc |
| Goblin | Ratfolk |

Spells & Powers

Alchemist (Grenadier) spells memorized (CL 2nd; concentration +4)

Melee Touch +3 Ranged Touch +4

1st—enlarge person (DC 13), *expeditious retreat*

Situational Modifiers

Craft (alchemy)

Alchemy: +1 competence bonus to create alchemical items

Handle Animal

Rodent Empathy: +4 bonus to influence rodents

Perception

Scent: -2 sight and hearing

Will Save

Power-Hungry: -2 vs. Charm or Compulsion effects if there's a promise of wealth or power

Background

Furrysquig was raised as a pet by Orcs, presumably after capture from a ratfolk clan.

A couple years ago, Ratfolk raided the Orc tribe and took Furrysquig back to civilization.

Full Attack:

+4{+4} (Falchion) 18-20/x2 1d6+6{4} S

-2{-1} (Tusks) 20/x2 1d4+2{1} B/P/S

-2{-1} (Tailblade) 20/x2 1d2+2{1} S

Bomb:

+4 (Bomb) 20/x2 1d6+2 Fire, Splash 3 (DC 12 save for half)

Longbow:

+4 (Arrow) 20/x2 1d6+1 P

AoO +3{+4} (Falchion) 18-20/x2 1d6+6{4} S

AoO +3{+4} (Tusks) 1d4+2{1} B/P/S

AoO +3{+4} (Tailblade) 20/x2 1d2+2{1} S

Furrysquig – Abilities & Gear

Furious Focus

Feat

Even in the midst of fierce and furious blows, you can find focus in the carnage and your seemingly wild blows strike home.

Prerequisites: Str 13, Power Attack, base attack bonus +1.

Benefit: When you are wielding a two-handed weapon or a one-handed weapon with two hands, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.

Note: Because the first listed attack roll for a weapon isn't only used for normal attacks - it's also used for Attacks of Opportunity and some special circumstances, the effects of furious focus are not incorporated into the attack roll while the power attack feat is turned on. Because of this, you will need to decide when furious focus does apply to an attack you are making and apply its effects.

Appears In : Advanced Player's Guide

Martial Weapon Proficiency (Tailblade)

Feat

Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.

Benefit: You make attack rolls with the selected weapon normally (without the non-proficient penalty).

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: Barbarians, fighters, paladins, and rangers are proficient with all martial weapons. They need not select this feat.

You can gain Martial Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of weapon.

Power Attack -1/+2

Feat

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one-handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Throw Anything

Feat

You are used to throwing things you have on hand.

Benefit: 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.

Normal: You take a -4 penalty on attack rolls made with an improvised weapon.

Adopted

Trait

You were adopted and raised by someone not of your actual race, and raised in a society not your own. As a result, you picked up a race trait from your adoptive parents and society, and may immediately select a race trait from your adoptive parents' race. Race traits can be found in Pathfinder Companion products—if you don't have access to a selection of race traits, it's best to simply pick a different social feat.

Appears In : Character Traits Web Enhancement, Advanced Player's Guide Traits

Inspired (1/day)

Trait

A positive force, philosophy, or divine presence fills you with hope, and is a guiding force of inspiration. Once per day as a free action, roll twice and take the better result on a skill check or ability check.

Appears In : Ultimate Campaign

Magical Knack (Alchemist [Grenadier])

Trait

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.

Benefit: Pick a class when you gain this trait—your caster level in that class gains a +2 trait bonus as long as this bonus doesn't increase your caster level higher than your current Hit Dice.

Appears In : Character Traits Web Enhancement, Advanced Player's Guide Traits, Ultimate Campaign

Tusked

Trait

Huge, sharp tusks bulge from your mouth, and you receive a bite attack (1d4 damage for Medium characters). If used as part of a full attack action, the bite attack is made at your full base attack bonus -5.

Appears In : Orcs of Golarion

Darkvision (60 feet)

Racial Ability, Senses (Ratfolk)

You can see in the dark (black and white vision only).

Rodent Empathy

Racial Ability (Ratfolk)

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

Scent

Unknown

Some ratfolk have much more strongly developed senses of smell, instead of keen eyes and ears. These ratfolk have the scent ability, but take a -2 penalty on all Perception checks based primarily on sight or hearing. This racial trait replaces tinker.

Appears In : Advanced Race Guide

Furrysquig – Abilities & Gear

Scent (Ex)

Racial Ability

This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.

A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Swarming (Ex)

Racial Ability (Ratfolk)

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.

Alchemy +1 (Su)

Class Ability (Alchemist)

Alchemists are not only masters of creating mundane alchemical substances such as alchemist's fire and smokesticks, but also of fashioning magical potion-like extracts in which they can store spell effects. In effect, an alchemist prepares his spells by mixing ingredients into a number of extracts, and then "casts" his spells by drinking the extract. When an alchemist creates an extract or bomb, he infuses the concoction with a tiny fraction of his own magical power—this enables the creation of powerful effects, but also binds the effects to the creator.

When using Craft (alchemy) to create an alchemical item, an alchemist gains a competence bonus equal to his class level to the Craft (alchemy) check. In addition, an alchemist can use Craft (alchemy) to identify potions as if using *detect magic*. He must hold the potion for one round to make such a check.

Bomb 1d6+2 (3/day, DC 12) (Su) Class Ability (Alchemist)

In addition to magical extracts, alchemists are adept at swiftly mixing various volatile chemicals and infusing them with their magical reserves to create powerful bombs that they can hurl at their enemies. An alchemist can use a number of bombs each day equal to his class level + his Intelligence modifier. Bombs are unstable, and if not used in the round they are created, they degrade and become inert - their method of creation prevents large volumes of explosive material from being created and stored. In order to create a bomb, the alchemist must use a small vial containing an ounce of liquid catalyst - the alchemist can create this liquid catalyst from small amounts of chemicals from an alchemy lab, and these supplies can be readily refilled in the same manner as a spellcaster's component pouch. Most alchemists create a number of catalyst vials at the start of the day equal to the total number of bombs they can create in that day - once created, a catalyst vial remains usable by the alchemist for years.

Drawing the components of, creating, and throwing a bomb requires a standard action that provokes an attack of opportunity. Thrown bombs have a range of 20 feet and use the Throw Splash Weapon special attack (see page 202 of the *Pathfinder RPG Core Rulebook*). Bombs are considered weapons and can be selected using feats such as Point-Blank Shot and Weapon Focus. On a direct hit, an alchemist's bomb inflicts 1d6 points of fire damage + additional damage equal to the alchemist's Intelligence modifier. The damage of an alchemist's bomb increases by 1d6 points at every odd-numbered alchemist level (this bonus damage is not multiplied on a critical hit or by using feats such as Vital Strike). Splash damage from an alchemist bomb is always equal to the bomb's minimum damage (so if the bomb would deal 2d6+4 points of fire damage on a direct hit, its splash damage would be 6 points of fire damage). Those caught in the splash damage can attempt a Reflex save for half damage. The DC of this save is equal to 10 + 1/2 the alchemist's level + the alchemist's Intelligence modifier.

Alchemists can learn new types of bombs as discoveries (see the Discovery ability) as they level up. An alchemist's bomb, like an extract, becomes inert if used or carried by anyone else.

Mutagen (DC 12) (Su) Class Ability (Alchemist)

At 1st level, an alchemist discovers how to create a mutagen that he can imbibe in order to heighten his physical prowess at the cost of his personality. It takes 1 hour to brew a dose of mutagen, and once brewed, it remains potent until used. An alchemist can only maintain one dose of mutagen at a time—if he brews a second dose, any existing mutagen becomes inert. As with an extract or bomb, a mutagen that is not in an alchemist's possession becomes inert until an alchemist picks it up again.

When an alchemist brews a mutagen, he selects one physical ability score—either Strength, Dexterity, or Constitution. It's a standard action to drink a mutagen. Upon being imbibed, the mutagen causes the alchemist to grow bulkier and more bestial, granting him a +2 natural armor bonus and a +4 alchemical bonus to the selected ability score for 10 minutes per alchemist level. In addition, while the mutagen is in effect, the alchemist takes a –2 penalty to one of his mental ability scores. If the mutagen enhances his Strength, it applies a penalty to his Intelligence. If it enhances his Dexterity, it applies a penalty to his Wisdom. If it enhances his Constitution, it applies a penalty to his Charisma.

A non-alchemist who drinks a mutagen must make a Fortitude save (DC 10 + 1/2 the alchemist's level + the alchemist's Intelligence modifier) 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.

At 14th level, the effects of a mutagen last for 1 hour per level.

Note: When you make a mutagen, you should add it to your character on the Magic tab. There, you can select the attribute you have chosen this time, and then drink it on the In-Play tab.

Antitoxin Gear

This substance counteracts a specific toxin. If you drink a vial of antitoxin, you gain a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.

Alchemical Power Component

Like antiplague, this substance can augment certain healing spells. **Neutralize Poison (M)** : Add +2 on your caster level check to neutralize poison on a target creature. Antitoxin has no effect when you cast the spell on an object.

Traveler's any-tool Wondrous Item

This implement at first seems to be nothing but a 12-inch iron bar lined with small plates and spikes. It can be folded, twisted, hinged, and bent, to form almost any known tool. Hammers, shovels, even a block and tackle (without rope) are possible. It can duplicate any tool the wielder can clearly visualize that contains only limited moving parts, such as a pair of scissors, but not a handloom. It cannot be used to replace missing or broken parts of machines or vehicles unless a mundane tool would have done the job just as well.

The any-tool counts as a set of masterwork artisan's tools for most Craft or Profession skills (although very specialist crafts such as alchemy still require their own unique toolset). It is an ineffective weapon, always counting as an improvised weapon and never granting any masterwork bonus on attack rolls.

Construction

Requirements Craft Wondrous Item, *major creation*; **Cost** 125 gp

Appears In : Ultimate Equipment

Furrysquig, Alchemist (Grenadier) 1 – Spells in Spellbook

Cure Light Wounds

Alchemist 1

School: Conjuraton (Healing)
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Save: Will half (harmless); see text
Resistance: Yes (harmless); see text

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.

Endure Elements

Alchemist 1

School: Abjuration
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 24 hours
Save: Will negates (harmless)
Resistance: Yes (harmless)

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.

Enlarge Person

Alchemist 1

School: Transmutation
Components: V, S, M (powdered iron)
Casting Time: 1 round
Range: Close (25 + 5 ft./2 levels)
Target: One humanoid creature
Duration: 1 min./level (D)
Save: DC 13 Fortitude negates
Resistance: Yes

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 page 145). 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.

Expeditious Retreat

Alchemist 1

School: Transmutation
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 min./level (D)

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).