

Alice Chalk

Player: Charlotte

Female tiefling investigator (empiricist) 12 - CR 11

Neutral Good Outsider (Native); Atheist; Age: 34; Height: 5' 4"; Weight: 140 lb.; Eyes: Red; Hair: Red; Skin: Skin

Ability	Score	Modifier	Temporary
STR STRENGTH	8	-1	
DEX DEXTERITY	21	+5	
CON CONSTITUTION	17	+3	
INT INTELLIGENCE	24	+7	
WIS WISDOM	17	+3	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+9 =	+4	+3	+2			
REFLEX (DEXTERITY)	+15 =	+8	+5	+2			Trap Sense : +4 bonus vs. traps
WILL (WISDOM)	+13 =	+8	+3	+2			Unfailing Logic: +4 save vs. illusion and unbelievable effects

Energy Resistance, Cold (5)	Energy Resistance, Fire (5)
Energy Resistance, Electricity (10)	Unfailing Logic +4 (Ex)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 29 =	+9	+3	+5			+2		

Touch AC 17 **Flat-Footed AC** 24

Trap Sense : +4 bonus vs. traps

CM Bonus	BAB	Strength	Size	Misc
+8 =	+9	-1	-	-

CM Defense	BAB	Strength	Dexterity	Size
25 = 10	+9	-1	+5	-

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack +9 **HP** 93

Initiative +5 Damage / Current HP

Speed 30 ft

+1 shortbow

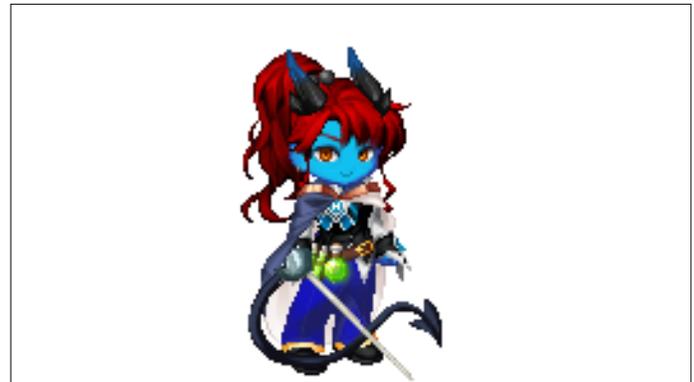
Ranged, both hands: **+15/+10, 1d6** Crit: x3
Rng: 60'
2-hand, P

+3 inspired rapier

Main hand: **+18/+13, 1d6+8** Crit: 18-20/x2
Both hands: **+18/+13, 1d6+8** 1-hand, P

Claw (Maw or Claw (Claws))

Main hand: **+9, 1d4-1** Crit: x2
Light, B/S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+3	DEX (5)	-	
Appraise	+7	INT (7)	-	
Bluff	+10	CHA (1)	4	
Climb	-3	STR (-1)	-	
Craft (alchemy)	+14	INT (7)	4	
Alchemy : +12 competence bonus to create alchemical items				
Diplomacy	+16	CHA (1)	12	
Ceaseless Observation : +6 to gather information (You can use your Intelligence Modifier instead of Charisma)				
Disable Device	+28	INT (7)	12	
Disguise	+1	CHA (1)	-	
Escape Artist	+3	DEX (5)	-	
Fly	+3	DEX (5)	-	
Heal	+11	WIS (3)	5	
Intimidate	+1	CHA (1)	-	
Knowledge (arcana)	+14	INT (7)	4	
Knowledge (dungeoneering)	+14	INT (7)	4	
Knowledge (engineering)	+14	INT (7)	4	
Knowledge (geography)	+14	INT (7)	4	
Knowledge (history)	+22	INT (7)	12	
Knowledge (local)	+22	INT (7)	12	
Knowledge (nature)	+14	INT (7)	4	
Knowledge (nobility)	+22	INT (7)	12	
Knowledge (planes)	+14	INT (7)	4	
Knowledge (religion)	+14	INT (7)	4	
Perception	+22	INT (7)	12	
Trapfinding : +6 to locate traps				
Ride	+3	DEX (5)	-	
Sense Motive	+22	INT (7)	12	
Sleight of Hand	+14	DEX (5)	8	
Spellcraft	+20	INT (7)	10	
Stealth	+13	DEX (5)	5	
Survival	+3	WIS (3)	-	
Swim	+6	STR (-1)	8	
Use Magic Device	+22	INT (7)	12	

Feats

Armor Proficiency (Light)
 Combat Reflexes (6 AoO/round)
 Extra Investigator Talent
 Fencing Grace
 Simple Weapon Proficiency - All
 Weapon Finesse
 Weapon Focus (Rapier)
 Weapon Versatility

Traits

Fencer
 Sea-Souled (Coastline or Island)

+2 electricity resistance mithral buckler

+3

Max Dex: -, Armor Check: -
 Spell Fail: 0%, Shield

Celestial armor

+9

Max Dex: +8, Armor Check: -2
 Spell Fail: 15%, Light

Gear

Total Weight Carried: 41.8/230 lbs, Light Load (Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)

+1 shortbow <In: Backpack (25 @ 72.58 lbs)>	2 lbs
+2 electricity resistance mithral buckler	2.5 lbs
+3 inspired rapier	2 lbs
Alchemical dye kit (10 uses)	6 lbs
Alchemy crafting kit <In: Backpack (25 @ 72.58 lbs)>	5 lbs
Antitoxin x2	-
Artisan's outfit (Free)	-
Backpack (25 @ 72.58 lbs) <In: Handy haversack (10 @ 88.58 lbs)>	2 lbs
Bedroll <In: Handy haversack (10 @ 88.58 lbs)>	5 lbs
Belt pouch (empty)	0.5 lbs
Bladeguard x2	-
Brass spider (1/day) <In: Backpack (25 @ 72.58 lbs)>	2 lbs
Celestial armor	20 lbs
Elixir of swimming	-
Flint and steel <In: Handy haversack (10 @ 88.58 lbs)>	-
Handy haversack (10 @ 88.58 lbs)	5 lbs
Ink, black <In: Handy haversack (10 @ 88.58 lbs)>	-
Inkpen <In: Handy haversack (10 @ 88.58 lbs)>	-
Investigator Starting Formula Book <In: Handy haversack (10 @ 88.58 lbs)>	3 lbs
Mess kit <In: Handy haversack (10 @ 88.58 lbs)>	1 lb
Money <In: Backpack (25 @ 72.58 lbs)>	42.58 lbs
Muleback cords	0.25 lbs
Mutagen: +4 Dex, -2 Wis, +2 Nat AC	-
Oil of bless weapon	-
Oil of flame arrow	-
Pot <In: Backpack (25 @ 72.58 lbs)>	4 lbs
Potion of blur	-
Potion of cure serious wounds	-
Potion of displacement <In: Backpack (25 @ 72.58 lbs)>	-
Potion of protection from arrows 10/magic <In: Backpack (25 @ 72.58 lbs)>	-
Potion of restoration, lesser <In: Backpack (25 @ 72.58 lbs)>	-
Potion of undetectable alignment <In: Backpack (25 @ 72.58 lbs)>	-
Ring of protection +2	-
Ring of resistance +2	-

Experience & Wealth

Experience Points: **220000**/315,000
 Current Cash: **2,129 gp**

Gear

Total Weight Carried: 41.8/230 lbs, Light Load (Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)

Soap <In: Handy haversack (10 @ 88.58 lbs)>	0.5 lbs
Sunrod x3	1 lb
Tengu drinking jug (3/day) <In: Backpack (25 @ 72.58 lbs)>	2 lbs
Thieves' tools, concealable <In: Handy haversack (10 @ 88.58 lbs)>	0.5 lbs
Torch x10 <In: Backpack (25 @ 72.58 lbs)>	1 lb
Trail rations x5 <In: Backpack (25 @ 72.58 lbs)>	1 lb
Water purification sponge	1 lb
Waterskin <In: Handy haversack (10 @ 88.58 lbs)>	4 lbs
Weapon blanch (adamantine)	0.5 lbs
Weapon blanch (cold iron)	0.5 lbs
Weapon blanch (silver)	0.5 lbs

Special Abilities

Alchemy +12 (Su)
 Ceaseless Observation (Ex)
 Combat Inspiration (Ex)
 Darkvision (60 feet)
 Expanded Inspiration (Ex)
 Infusion
 Inspiration (+1d6, 13/day) (Ex)
 Inspired
 Mutagen
 Mutagen (DC 23) (Su)
 Prehensile Tail
 Quick Study (Ex)
 Sickening Offensive (Ex)
 Studied Combat (+6, 7 rounds) (Ex)
 Studied Strike +5d6 (Ex)
 Trap Sense +4 (Ex)
 Trapfinding +6

Tracked Resources

Alchemical dye kit (10 uses)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Antitoxin	<input type="checkbox"/> <input type="checkbox"/>
Bladeguard	<input type="checkbox"/> <input type="checkbox"/>
Brass spider (1/day)	<input type="checkbox"/>
Elixir of swimming	<input type="checkbox"/>
Fly (1/day)	<input type="checkbox"/>
Inspiration (+1d6, 13/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mutagen: +4 Dex, -2 Wis, +2 Nat AC	<input type="checkbox"/>
Oil of bless weapon	<input type="checkbox"/>
Oil of flame arrow	<input type="checkbox"/>
Potion of blur	<input type="checkbox"/>
Potion of cure serious wounds	<input type="checkbox"/>
Potion of displacement	<input type="checkbox"/>

Alice Chalk – Abilities & Gear

Combat Reflexes (6 AoO/round) **Feat**

You can make additional attacks of opportunity.

Benefit: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Special: The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

Extra Investigator Talent **Feat**

You learn a new way to use your training and inspiration.

Prerequisite: Investigator talent class feature.

Benefit: You gain one additional investigator talent. You must meet the prerequisites for this investigator talent.

Special: You can take this feat multiple times. Each time you do, you gain another investigator talent.

Appears In : Advanced Class Guide

Fencing Grace **Feat**

Your dashing style and fluid rapier forms allow you to use agility rather than brute force to fell your foes.

Prerequisites: Dex 13, Weapon Finesse, Weapon Focus (rapier).

Benefit: When wielding a rapier one-handed, you can add your Dexterity modifier instead of your Strength modifier to that weapon's damage. The rapier must be one appropriate for your size. You do not gain this benefit while fighting with two weapons or using flurry of blows, or anytime another hand is otherwise occupied.

In addition, if you have the panache class feature, you gain a +2 bonus to your CMD against attempts to disarm you of your rapier while you have at least 1 panache point.

Appears In : Advanced Class Origins, Ultimate Intrigue

Weapon Finesse **Feat**

You are trained in using your agility in melee combat, as opposed to brute strength.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: Natural weapons are considered light weapons.

Weapon Focus (Rapier) **Feat**

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Weapon Versatility **Feat**

You can use your favored weapons in unconventional ways.

Prerequisites: Weapon Focus, base attack bonus +1.

Benefit: When wielding a weapon with which you have Weapon Focus, you can shift your grip as a swift action so that your weapon deals bludgeoning, piercing, or slashing damage instead of the damage type normally dealt by that weapon. You may switch back to the weapon's normal damage type or another damage type as a swift action. If your base attack bonus is +5 or higher, using this feat is a free action instead.

Appears In : Undead Slayer's Handbook

Fencer **Trait**

You trained long hours as a youth with blades, either taking lessons in the genteel art of fencing from tutors paid for by your parents or by being taken under the wing of a disenfranchised fencer who may have turned to a life of crime. You gain a +1 trait bonus on attacks of opportunity made with daggers, swords, and similar bladed weapons.

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

Sea-Souled (Coastline or Island) **Trait**

You are at home at sea. You receive a +1 trait bonus on Swim checks, and you can always take 10 while Swimming.

Appears In : Ultimate Campaign

Darkvision (60 feet) **Racial Ability, Senses (Outside)**

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

Energy Resistance, Cold (5) **Unknown**

You have the specified Energy Resistance against Cold attacks.

Energy Resistance, Electricity (10) **Unknown**

You have the specified Energy Resistance against Electricity attacks.

Energy Resistance, Fire (5) **Unknown**

You have the specified Energy Resistance against Fire attacks.

Prehensile Tail **Unknown**

Many tieflings have tails, but some have long, flexible tails that can be used to carry items. While they cannot wield weapons with their tails, they can use them to retrieve small, stowed objects carried on their persons as a swift action. This racial trait replaces fiendish sorcery.

Appears In : Advanced Race Guide

Alice Chalk – Abilities & Gear

Alchemy +12 (Su) Class Ability (Investigator)

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.

Ceaseless Observation (Ex) Class Ability (Investigator)

An empiricist's ability to notice the minutiae of almost everything that happens around him allows him to make shrewd and insightful calculations about people and even inanimate objects. At 2nd level, an empiricist uses his Intelligence modifier instead of the skill's typical ability for all Disable Device, Perception, Sense Motive, and Use Magic Device checks. He can also use his Intelligence modifier instead of Charisma on any Diplomacy checks made to gather information. This ability replaces poison lore and poison resistance.

Combat Inspiration (Ex) Class Ability (Investigator)

When an investigator uses inspiration on an attack roll or saving throw, he expends one use of inspiration instead of two. An investigator must be at least 9th level to select this talent.

Appears In : Advanced Class Guide

Expanded Inspiration (Ex) Class Ability (Investigator)

An investigator can use his inspiration ability when attempting Diplomacy, Heal, Perception, Profession, and Sense Motive checks without expending uses of inspiration, provided he's trained in the skill.

Appears In : Advanced Class Guide

Infusion Class Ability (Alchemist, Investigator)

When the alchemist creates an extract, he can infuse it with an extra bit of his own magical power. The extract created now persists even after the alchemist sets it down. As long as the extract exists, it continues to occupy one of the alchemist's daily extract slots. An infused extract can be imbibed by a non-alchemist to gain its effects.

Note: An infused extract can be represented with the Custom Scroll option on the Magic Tab.

Inspiration (+1d6, 13/day) (Ex) Class Ability (Investigator)

An investigator is beyond knowledgeable and skilled—he also possesses keen powers of observation and deduction that far surpass the abilities of others. An investigator typically uses these powers to aid in their investigations, but can also use these flashes of inspiration in other situations.

An investigator has the ability to augment skill checks and ability checks through his brilliant inspiration. The investigator has an inspiration pool equal to 1/2 his investigator level + his Intelligence modifier (minimum 1). An investigator's inspiration pool refreshes each day, typically after he gets a restful night's sleep. As a free action, he can expend one use of inspiration from his pool to add 1d6 to the result of that check, including any on which he takes 10 or 20. This choice is made after the check is rolled and before the results are revealed. An investigator can only use inspiration once per check or roll. The investigator can use inspiration on any Knowledge, Linguistics, or Spellcraft skill checks without expending a use of inspiration, provided he's trained in the skill.

Inspiration can also be used on attack rolls and saving throws, at the cost of expending two uses of inspiration each time from the investigator's pool. In the case of saving throws, using inspiration is an immediate action rather than a free action.

Mutagen Class Ability (Investigator)

This discovery gives the alchemist the mutagen class ability, as described in the *Advanced Player's Guide*. (This discovery exists so alchemist archetypes who have variant mutagens, such as the mindchemist, can learn how to make standard mutagens.)

Appears In : Ultimate Magic

Mutagen (DC 23) (Su) Class Ability (Investigator)

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.

Alice Chalk – Abilities & Gear

Quick Study (Ex) Class Ability (Investigator)

An investigator can use his studied combat ability as swift action instead of a move action.

Appears In : Advanced Class Guide

Sickening Offensive (Ex) Class Ability (Investigator)

When the investigator damages a studied target, that creature is also sickened for 1 round. An investigator must be at least 7th level to select this talent.

Appears In : Advanced Class Guide

Studied Combat (+6, 7 rounds) (Ex) Class Ability (Investigator)

With a keen eye and calculating mind, an investigator can assess the mettle of his opponent to take advantage of gaps in talent and training. At 4th level, an investigator can use a move action to study a single enemy that he can see. Upon doing so, he adds 1/2 his investigator level as an insight bonus on melee attack rolls and as a bonus on damage rolls against the creature. This effect lasts for a number of rounds equal to his Intelligence modifier (minimum 1) or until he deals damage with a studied strike, whichever comes first. The bonus on damage rolls is precision damage, and is not multiplied on a critical hit.

An investigator can only have one target of studied combat at a time, and once a creature has become the target of an investigator's studied combat, he cannot become the target of the same investigator's studied combat again for 24 hours unless the investigator expends one use of inspiration when taking the move action to use this ability.

Studied Strike +5d6 (Ex) Class Ability (Investigator)

At 4th level, an investigator can choose to make a studied strike against the target of his studied combat as a free action, upon successfully hitting his studied target with a melee attack, to deal additional damage. The damage is 1d6 at 4th level, and increases by 1d6 for every 2 levels thereafter (to a maximum of 9d6 at 20th level). The damage of studied strike is precision damage and is not multiplied on a critical hit; creatures that are immune to sneak attacks are also immune to studied strike.

If the investigator's attack used a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), he may choose to have the additional damage from studied strike be nonlethal damage instead of lethal damage. If the investigator chose to make an attack with a lethal weapon instead deal nonlethal damage (with the usual -4 penalty), the studied strike damage may also deal nonlethal damage.

The investigator must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. An investigator cannot use studied strike against a creature with concealment.

Trap Sense +4 (Ex) Class Ability (Investigator)

A character gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the character reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

Trapfinding +6 Class Ability (Investigator)

A rogue adds 1/2 her level on Perception checks to locate traps and on Disable Device checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

Unfailing Logic +4 (Ex) Class Ability (Investigator)

An empiricist's grasp of facts and data teaches him to anchor himself in reality, granting resistance to even the most potent illusions. At 4th level, an empiricist gains a +2 insight bonus on all Will saving throws against illusion spells or spell-like abilities that allow a save to disbelieve their effects. In addition he can spend one point from his inspiration pool as an immediate action to use his Intelligence bonus instead of her Wisdom bonus on all such saves for one round.

At 8th level, the empiricist's insight bonus increases to +4. At 16th level, he gains immunity to all illusion spells and spell-like abilities that allow a save to disbelieve the effects. This ability replaces swift alchemy.

Inspired (+3 inspired rapier) Weapon Power

This special ability can be placed only on simple weapons, hand crossbows, rapiers, shortbows, short swords, and sword canes. In the hands of an investigator, an *inspired* weapon reduces the cost of using inspiration on attack rolls made with the weapon. The weapon's wielder needs to expend only one use of inspiration to augment his attack rolls with this weapon, as with the combat inspiration investigator talent. If the wielder already has the combat inspiration talent, the wielder must still expend one use of inspiration, but in addition to adding the result of the inspiration roll to the attack roll, the investigator adds twice the result of the inspiration roll to the weapon's damage roll.

Construction

Requirements: Craft Magic Arms and Armor, *good hope* **Cost** +1 Bonus

Appears In : Advanced Class Guide

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.

Ring of protection +2 Ring

This ring offers continual magical protection in the form of a deflection bonus of +2 to AC.

Construction

Requirements: Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 4,000 gp

Ring of resistance +2 Ring

Protective symbols adorn this magic ring. It functions as a *cloak of resistance* with an equivalent bonus.

Construction

Requirements: Forge Ring, *resistance*, creator's caster level must be at least three times the ring's bonus; **Cost** 3,000 gp

Appears In : Ruins of Azlant

Alice Chalk – Abilities & Gear

Brass spider (1/day) Wondrous Item

This diminutive, shiny brass construct looks like a spider made of gears and cogs. It's roughly the size of an adult human's hand, and its legs are all picks, chisels, pliers, and other tools of fine manipulation. Its body contains reservoirs of powders and oils it can spray 2 inches out of its nozzle-spinnerets. A fine chain can be played out of a winch on the brass spider's back, connecting it to a small disk with studs and levers that control the construct's actions, enabling it to walk and crawl like a spider. It has no autonomous motivation.

Once per day, a character holding the *brass spider's* chain can use the Disable Device skill from 15 feet away without penalty, though he must have line of sight to the device he is attempting to disable. In most cases, this means any mishap caused by the skill affects the *brass spider* (which has hardness 5 and 25 hit points) rather than the spider's controller. Additionally, the brass spider can be used without limit as masterwork thieves' tools, without the advantage of any additional range.

Construction

Requirements: Craft Wondrous Item, *animate object, cat's grace*
Cost 1,250 GP

Appears In : Advanced Class Guide

Elixir of swimming Wondrous Item

This elixir bestows swimming ability. An almost imperceptible magic sheath surrounds the drinker, allowing him to glide through the water easily (+10 competence bonus on Swim checks for 1 hour).

Construction

Requirements: Craft Wondrous Item, creator must have 5 ranks in the Swim skill; **Cost** 125 gp

Handy haversack (10 @ 88.58 lbs) Wondrous Item

A backpack of this sort appears to be well made, well used, and quite ordinary. It is constructed of finely tanned leather, and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a *bag of holding* and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds.

While such storage is useful enough, the pack has an even greater power. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains. Retrieving any specific item from a haversack is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.

Construction

Requirements Craft Wondrous Item, *secret chest*; **Cost** 1,000 gp

Muleback cords Wondrous Item (Shoulders)

These thick leather cords wrap around the wearer's biceps and shoulders; when worn, they make the muscles appear larger than normal. The wearer treats his Strength score as 8 higher than normal when determining his carrying capacity (see Pathfinder RPG Core Rulebook page 171). This bonus does not apply to combat, breaking items, or any other Strength-related rolls except the amount of equipment or material the wearer can carry.

Construction

Requirements Craft Wondrous Item, *bull's strength*; **Cost** 500 gp

Appears In : Advanced Player's Guide, Ultimate Equipment

Mutagen: +4 Dex, -2 Wis, +2 Nat AC Wondrous Item

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Appears In : Advanced Player's Guide

Tengu drinking jug (3/day) Wondrous Item

This looks like a one-gallon stoneware jug with white glaze, black birds painted around the middle, and a cork stopper tied about the neck with a hemp cord. Any liquid placed within the jug becomes safe to drink, as though affected by *purify food and drink* (though the jug only affects liquids). Three times per day, the bearer can command the jug to alter the temperature of its contents so that it ranges anywhere from ice cold to boiling hot. Once per day, the bearer can command water placed into the jug to transform into plum liquor, sake, or tea. A tengu jug holds up to 1 gallon of any liquid.

Construction

Requirements Craft Wondrous Item, *prestidigitation, purify food and drink*; **Cost** 500 gp

Appears In : Advanced Race Guide

Tracked Resources

Potion of protection from arrows 10/magic	<input type="checkbox"/>
Potion of restoration, lesser	<input type="checkbox"/>
Potion of undetectable alignment	<input type="checkbox"/>
Sunrod	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Tengu drinking jug (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Torch	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Weapon blanch (adamantine)	<input type="checkbox"/>
Weapon blanch (cold iron)	<input type="checkbox"/>
Weapon blanch (silver)	<input type="checkbox"/>

Languages

Abyssal	Goblin
Common	Halfling
Draconic	Infernal
Elven	Orc
Gnome	

Spells & Powers

Investigator (Empiricist) spells memorized (CL 12th; concentration +19)

Melee Touch +14 Ranged Touch +14

4th—*cure critical wounds*, *greater false life*^{UM}, *fire shield*, *universal formula*^{APG}

3rd—*greater animal aspect*^{UC}, *cure serious wounds* (2), *gaseous form*, *hypercognition*^{OA}, *communal spider climb*^{UC}

2nd—*ablative barrier*^{UC} (2), *alchemical allocation*^{APG}, *cure moderate wounds*, *focused scrutiny*^{ACG}, *invisibility*, see *invisibility*

1st—*anticipate peril*^{UM} (DC 18), *disguise self*, *long arm*^{ACG}, *monkey fish*^{ACG} (3), see *alignment*^{UC}

Background

Tieflings face a great deal of discrimination in this world, both from average people who leap to conclusions regarding their demonic appearances, and from more "enlightened" scholars who insist on there being an intellectual basis for why they must never be trusted. The fact that no tiefling can recall the details of any afterlife has been seized upon by many bigoted scholars as proof that they have no souls, for example, or that they are all compelled to lie about their return to the infernal realms by demonic masters able to outwit mortal divination spells.

Consequently, Chalk has grown up in something of a defensive crouch her entire life, surrounded by people in the slums she had to be unfailingly polite to since she knew that the difference between her seeing another day and one more dead tiefling was a matter of goodwill. She was always intelligent, but never had a means to apply it other than the occasional streetfight where she could lay out someone twice her size by knowing just where and when to strike with her claws.

Her fortunes changed when she wound up a deckhand on the merchant ship Belle of the Ball; the ship's captain, the half-orc Bastok, cared little about the fate of her soul as long as she kept the deck swabbed. She learned the finer arts of swordplay from the ship's first mate Beryl, but her passion was truly ignited by the ship's alchemist, who was a tiefling as well; the alchemist, nicknamed Matchstick, kept the ship stocked in everything from alchemical ammunition for the ship's weapons, to safe-burning sources of light for thick fog and moonless nights, to the kind of intoxicants that only a sailor could enjoy.

On shore leave, Matchstick wound up accused of a crime he could not have committed, and the young Chalk set out to prove his innocence, and the combination of all that she had learned served as a key sliding into a well-oiled lock; as good as she was at swordplay and alchemy, she was an outstanding detective, partly due to raw talent and partly due to a work ethic that put many to shame. A couple of sleepless nights later, and with a well-secured bribe to a non-tiefling to represent her alchemist mentor in court, Chalk had secured Matchstick's freedom and her own future.

Since then, Chalk's star has risen, her penchant for solving impossible crimes keeping pace with her reputation. She figured out she was transgender less than a year ago and cooked up an alchemical treatment to make herself the lady she wanted to be; many people think that Alice Chalk is a relative of the famed investigator Archer Chalk, many others think that too much time in the lab has done something to her brain, many others still don't see what the big deal is in a world where a significant percentage of the population can turn into a bear, and a few have inquired on the sly just how her treatment works. She discovered the secret of the unfolding heart, solved a locked room mystery where the murder weapon was a weaponized melody, and most infamously, figured out the ending of the ongoing dramatic ballad "The Nowhere People," forcing the bard to change the ending to a significantly less satisfactory one. (She doesn't regret

Sourcebooks Used

- **Advanced Class Guide** - Inspired (item power); Brass spider (equipment); Combat Inspiration (special ability); Disable Construct (spell); Empiricist (archetype); Expanded Inspiration (special ability); Extra Investigator Talent (feat); Focused Scrutiny (spell); Investigator (class); Long Arm (spell); Monkey Fish (spell); Quick Study (special ability); Sickening Offensive (special ability)
- **Advanced Class Origins / Ultimate Intrigue** - Fencing Grace (feat)
- **Advanced Player's Guide** - Alchemical Allocation (spell); Fluid Form (spell); Mutagen (equipment); Touch of the Sea (spell); Universal Formula (spell)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Bladeguard (equipment)
- **Advanced Player's Guide / Ultimate Equipment** - Alchemy crafting kit (equipment); Muleback cords (equipment); Weapon blanch (adamantine) (equipment); Weapon blanch (cold iron) (equipment); Weapon blanch (silver) (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Fencer (trait)
- **Advanced Race Guide** - Maw or Claw (Claws) (alternate racial trait); Prehensile Tail (alternate racial trait); Tengu drinking jug (equipment)
- **Advanced Race Guide / Bestiary / Blood of Fiends / Inner Sea Races** - Tiefling (race)
- **Adventurer's Armory / Ultimate Equipment** - Water purification sponge (equipment)
- **Occult Adventures** - Hypercognition (spell)
- **Ruins of Azlant** - Ring of resistance +2 (equipment)
- **Ultimate Campaign** - Sea-Souled (Coastline or Island) (trait)
- **Ultimate Combat** - Ablative Barrier (spell); Animal Aspect, Greater (spell); See Alignment (spell); Spider Climb, Communal (spell)
- **Ultimate Equipment** - Mess kit (equipment)
- **Ultimate Intrigue** - Alchemical dye kit (equipment); Thieves' tools, concealable (equipment); Voluminous Vocabulary (spell)
- **Ultimate Magic** - Anticipate Peril (spell); Echolocation (spell); False Life, Greater (spell); Mutagen (special ability); Vocal Alteration (spell)
- **Undead Slayer's Handbook** - Weapon Versatility (feat)

Anticipate Peril 1

Pages in Spellbook : 1 (Investigator Starting Formula Book)

Classes that cast this spell at this level : Alchemist, Bard, Elven Archer, Medium, Mesmerist, Occultist, Psychic, Ranger, Sorcerer, Spiritualist, Wizard

School divination

Casting Time 1 action

Components V, S

Range touch

Target creature touched

Duration 1 minute/level or until activated

Saving Throw DC 18 Will negates; **Spell Resistance** yes

A creature affected by anticipate peril gains a preternatural sense of danger. The first time during this spell's duration that the target has to make an initiative check, the creature adds an insight bonus on that initiative check equal to the spell's caster level (maximum +5). Once this bonus applies, the effects of the spell end.

Appears in : Ultimate Magic

Cure Light Wounds 1

Pages in Spellbook : 1 (Investigator Starting Formula Book)

Classes that cast this spell at this level : Adept, Alchemist, Bard, Cleric, Druid, Inquisitor, Occultist, Paladin, Shaman, Spiritualist, Underterror Evolution, White Necromancer, Witch

School conjuration (healing)

Casting Time 1 action

Components V, S

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will half (harmless); see text; **Spell 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.

Disguise Self 1

Pages in Spellbook : 1 (Investigator Starting Formula Book)

Classes that cast this spell at this level : Alchemist, Antipaladin, Assassin, Bard, Inquisitor, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Wizard

School illusion (glamer)

Casting Time 1 action

Components V, S

Range personal

Target you

Duration 10 min./level (D)

You make yourself - including clothing, armor, weapons, and equipment - look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your creature type (although you can appear as another subtype). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person or gender. The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamer gets a Will save to recognize it as an illusion.

Endure Elements 1

Pages in Spellbook : 1 (Investigator Starting Formula Book)

Classes that cast this spell at this level : Adept, Alchemist, Bloodrager, Cleric, Demon Hunter, Druid, Elven Archer, Paladin, Psychic, Ranger, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Wizard

School abjuration

Casting Time 1 action

Components V, S

Range touch

Target creature touched

Duration 24 hours

Saving Throw Will negates (harmless); **Spell 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 1

Pages in Spellbook : 1 (Investigator Starting Formula Book)

Classes that cast this spell at this level : Alchemist, Bloodrager, Magus, Medium, Occultist, Psychic, Sorcerer, Summoner, Summoner (Unchained), Witch, Wizard

School transmutation

Casting Time 1 round

Components V, S, M (powdered iron)

Range close (25 + 5 ft./2 levels)

Target one humanoid creature

Duration 1 min./level (D)

Saving Throw DC 18 Fortitude negates; **Spell 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.

Long Arm **1**

Pages in Spellbook : 1 (Investigator Starting Formula Book)

Classes that cast this spell at this level : Alchemist, Bloodrager, Magus, Medium, Psychic, Sorcerer, Summoner, Summoner (Unchained), Witch, Wizard

School transmutation
Casting Time 1 action
Components V, S

Range personal
Target you
Duration 1 minute/level (D)

Your arms temporarily grow in length, increasing your reach with those limbs by 5 feet.

Appears in : Advanced Class Guide

Monkey Fish **1**

Pages in Spellbook : 1 (Investigator Starting Formula Book)

Classes that cast this spell at this level : Alchemist, Druid, Magus, Psychic, Shaman, Sorcerer, Wizard

School transmutation
Casting Time 1 action
Components V, S

Range personal
Target you
Duration 1 minute/level (D)

Your hands and feet alter to make you better at climbing and swimming. You gain a 10 foot climb speed and swim speed. This spell has no effect if you are wearing medium or heavy armor or carrying a medium or heavy load.

Appears in : Advanced Class Guide

See Alignment **1**

Pages in Spellbook : 1 (Investigator Starting Formula Book)

Classes that cast this spell at this level : Alchemist, Bard, Psychic, Sorcerer, Wizard

School divination
Casting Time 1 action
Components V, S, M (eye of newt)

Range personal
Target you
Duration 1/round per level

When you cast this spell, select a single alignment (such as lawful good or chaotic evil). Creatures of that alignment glow with a ghostly radiance while they are within your vision. Though you can see this radiance, other creatures cannot.

Spells and effects that obscure alignment, like *undetectable alignment*, also obscure the effects of this spell.

Appears in : Ultimate Combat

Touch of the Sea **1**

Pages in Spellbook : 1 (Investigator Starting Formula Book)

Classes that cast this spell at this level : Alchemist, Bloodrager, Druid, Sorcerer, Wizard

School transmutation / water elemental
Casting Time 1 action
Components V, S, M (a fish scale)

Range touch
Target creature touched
Duration 1 minute/level

Saving Throw DC 18 Fortitude negates (harmless); **Spell Resistance** yes (harmless)

You cause webs to grow between the target's fingers and its feet to transform into flippers, granting a swim speed of 30 feet along with the standard +8 bonus on Swim checks and the ability to take 10 even if distracted or endangered. You can also use the run action while swimming, provided you swim in a straight line. This transformation causes any boots or gloves the target is wearing to meld into its form (although magic items with a continuous effect continue to function). This spell does not grant the target any ability to breathe water.

Appears in : Advanced Player's Guide

Vocal Alteration **1**

Pages in Spellbook : 1 (Investigator Starting Formula Book)

Classes that cast this spell at this level : Alchemist, Bard, Inquisitor, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Witch, Wizard

School transmutation
Casting Time 1 action
Components V, S

Range close (25 + 5 ft./2 levels)
Target one humanoid creature
Duration 1 minute/level

Saving Throw DC 18 Fortitude negates; **Spell Resistance** yes

You alter the target's voice to something else. For example, you could make the target's voice high-pitched, husky, or nasal, or change its accent to an accent you are familiar with. If this spell is used as part of a disguise, the target gets a +10 bonus on the Disguise check when trying to fool a listener. The target can vary the disguised voice just as it could its normal voice. For example, a halfling female given a male dwarf noble's voice and accent could speak in falsetto, with a rural halfling accent, and so on.

Appears in : Ultimate Magic

Ablative Barrier **2**

Pages in Spellbook : 2 (Investigator Starting Formula Book)

Classes that cast this spell at this level : Alchemist, Bloodrager, Magus, Occultist, Summoner

School conjuration / aether elemental (creation) [force]
Casting Time 1 action
Components V, S, M (a piece of metal cut from a shield)

Range touch
Target creature touched
Duration 1 hour/level or until discharged

Saving Throw Will negates (harmless); **Spell Resistance** no

Invisible layers of solid force surround and protect the target, granting that target a +2 armor bonus to AC. Additionally, the first 5 points of lethal damage the target takes from each attack are converted into nonlethal damage. Against attacks that already deal nonlethal damage, the target gains DR 5/-. Once this spell has converted 5 points of damage to nonlethal damage per caster level (maximum 50 points), the spell is discharged.

Appears in : Ultimate Combat

Alchemical Allocation**2****Pages in Spellbook** : 2 (Investigator Starting Formula Book)**Classes that cast this spell at this level** : Alchemist**School** transmutation**Casting Time** 1 action**Components** S**Range** personal**Target** you**Duration** 1 round

This extract causes a pale aura to emanate from your mouth. If you consume a potion or elixir on the round following the consumption of this extract, you can spit it back into its container as a free action. You gain all the benefits of the potion or elixir, but it is not consumed. You can only gain the benefits of one potion or elixir in this way per use of this extract.

Appears in : Advanced Player's Guide**Cure Moderate Wounds****2****Pages in Spellbook** : 2 (Investigator Starting Formula Book)**Classes that cast this spell at this level** : Adept, Alchemist, Bard, Cleric, Inquisitor, Occultist, Shaman, Spiritualist, Underterror Evolution, White Necromancer, Witch**School** conjuration (healing)**Casting Time** 1 action**Components** V, S**Range** touch**Target** creature touched**Duration** instantaneous**Saving Throw** Will half (harmless); see text; **Spell Resistance** yes (harmless); see text

This spell functions like *cure light wounds*, except that it cures 2d8 points of damage + 1 point per caster level (maximum +10).

Cure Light Wounds

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.

Focused Scrutiny**2****Pages in Spellbook** : 2 (Investigator Starting Formula Book)**Classes that cast this spell at this level** : Alchemist, Bard, Inquisitor, Medium, Mesmerist, Psychic, Shaman**School** divination**Casting Time** 1 action**Components** V, S**Range** personal**Target** you**Duration** 10 minutes/level (D)

You gain heightened sensitivity to the mannerisms, reactions, and body language of one creature you can perceive, allowing you to sense its state of mind and easily influence it. You gain a +10 bonus on Perception, Sense Motive, and Survival checks attempted against the target creature, as well as a +5 bonus on Diplomacy and Intimidate checks attempted against it.

Appears in : Advanced Class Guide**Invisibility****2****Pages in Spellbook** : 2 (Investigator Starting Formula Book)**Classes that cast this spell at this level** : Adept, Alchemist, Antipaladin, Assassin, Bard, Inquisitor, Magus, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Underterror Evolution, White Necromancer, Wizard**School** illusion / void elemental (glamer)**Casting Time** 1 action**Components** V, S, M/DF (an eyelash encased in gum arabic)**Range** personal or touch**Target** you or a creature or object weighing no more than 100 lbs./level**Duration** 1 min./level (D)**Saving Throw** Will negates (harmless) or Will negates (harmless, object); **Spell Resistance** yes (harmless) or yes (harmless, object)

The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility can be made permanent (on objects only) with a *permanency* spell.

See Invisibility**2****Pages in Spellbook** : 2 (Investigator Starting Formula Book)**Classes that cast this spell at this level** : Adept, Alchemist, Bloodrager, Inquisitor, Occultist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Underterror Evolution, White Necromancer, Witch, Wizard**School** divination / void elemental**Casting Time** 1 action**Components** V, S, M (talc and powdered silver)**Range** personal**Target** you**Duration** 10 min./level (D)

You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures. The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

See invisibility can be made permanent with a *permanency* spell.

Spider Climb

2

Pages in Spellbook : 2 (Investigator Starting Formula Book)

Classes that cast this spell at this level : Alchemist, Assassin, Bloodrager, Druid, Magus, Medium, Occultist, Psychic, Sorcerer, Summoner, Summoner (Unchained), Underterror Evolution, Wizard

School transmutation

Casting Time 1 action

Components V, S, M (a live spider)

Range touch

Target creature touched

Duration 10 min./level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet and a +8 racial bonus on Climb skill checks; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A spider climbing creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

Animal Aspect, Greater**3****Pages in Spellbook** : 3 (Investigator Starting Formula Book)**Classes that cast this spell at this level** : Alchemist, Bloodrager, Druid, Elven Archer, Magus, Ranger**School** transmutation (polymorph)**Casting Time** 1 action**Components** V, S, M/DF (a part of the animal)**Range** personal**Target** you**Duration** 1 minute/level (D)**Saving Throw** none; **Spell Resistance** yes (harmless)

This spell functions like *animal aspect*, except you can either gain two aspects at once or one aspect that adds effects to the aspects that *animal aspect* grants, as described below.

Frog: You gain a Swim speed equal to half your normal speed, and all the benefits of having a swim speed.

Gorilla: You gain a +2 competence bonus on Perception checks, and a +1 competence bonus on Fortitude saves.

Monkey: You gain a +4 competence bonus on Acrobatics checks.

Otter: Your swim speed increases to your full normal speed, and you need not make concentration checks to cast spells underwater.

Raccoon: Your competence bonuses on Disable Device, Sleight of Hand, and Stealth checks increase to +4.

Raptor: Your enhancement bonus to speed increases to +30 feet, and you gain the benefit of the Run feat.

Tree Lizard: You gain a +4 competence bonus on Stealth checks.

Animal Aspect

You gain some of the beneficial qualities of an animal. Your base form is largely unchanged and your size is unaltered, but some of your body parts are altered. Armor or gear you are wearing adjusts to your new shape for the duration of the spell. When you cast *animal aspect*, choose one of the following animals to gain the associated benefits. You can only have one *animal aspect* or *greater animal aspect* spell active on you at a time.

Frog: Your legs become elongated and muscular. You gain a +4 competence bonus on Acrobatics checks, and you always jump as if you had a running start.

Gorilla: Your arms become long, flexible, and strong like those of a great ape. Your unarmed damage die type increases by one step, and you gain a +4 competence bonus on combat maneuver checks when making the grapple or reposition combat maneuver.

Monkey: Your hands and arms become dexterous like those of a simian. You gain a +4 competence bonus on Climb checks, and you can throw objects as if you had the Throw Anything feat.

Otter: Your hands and feet gain webbing, and your lungs gain capacity, allowing you to move through the water with ease. You gain a Swim speed equal to half your speed, and all the benefits of having a swim speed. Additionally, you can hold your breath for 4 rounds per point of Constitution before being forced to make Constitution checks to keep holding your breath.

Raccoon: Your hands become extremely dexterous, and your feet become padded. You gain a +2 competence bonus on Disable Device, Sleight of Hand, and Stealth checks.

Raptor: Your legs become built for running speed, like those of a deinonychus. You gain an enhancement bonus of +20 feet to your base speed.

Tree Lizard: Your hands and feet gain climbing claws and climbing pads. You gain a climb speed equal to half your normal speed and all

Cure Serious Wounds**3****Pages in Spellbook** : 3 (Investigator Starting Formula Book)**Classes that cast this spell at this level** : Adept, Alchemist, Bard, Cleric, Inquisitor, Occultist, Shaman, Spiritualist, Underterror**School** conjuration (healing)**Casting Time** 1 action**Components** V, S**Range** touch**Target** creature touched**Duration** instantaneous**Saving Throw** Will half (harmless); see text; **Spell Resistance** yes (harmless); see text

This spell functions like *cure light wounds*, except that it cures 3d8 points of damage + 1 point per caster level (maximum +15).

Cure Light Wounds

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.

Disable Construct**3****Pages in Spellbook** : 3 (Investigator Starting Formula Book)**Classes that cast this spell at this level** : Alchemist, Sorcerer, Witch, Wizard**School** transmutation**Casting Time** 1 action**Components** V, S**Range** touch**Target** construct touched**Duration** 1 round/level (D)**Saving Throw** DC 20 Will negates; **Spell Resistance** no

You can make a melee touch attack to send a pulse into the target, interfering with the magic that endows it with life. If the construct fails its saving throw, it becomes helpless, but it receives a new save each round at the end of its turn to shake off the effect. If the construct is normally immune to magic, the pulse is less effective and the construct receives a +4 bonus on its saving throw.

Appears in : Advanced Class Guide

Gaseous Form**3****Pages in Spellbook** : 3 (Investigator Starting Formula Book)**Classes that cast this spell at this level** : Alchemist, Bard, Magus, Medium, Occultist, Psychic, Sorcerer, Spiritualist, Underterror Evolution, White Necromancer, Wizard**School** transmutation / air elemental**Casting Time** 1 action**Components** S, M/DF (a bit of gauze and a wisp of smoke)**Range** touch**Target** willing corporeal creature touched**Duration** 2 min./level (D)**Saving Throw** none; **Spell Resistance** no

The subject and all its gear become insubstantial, misty, and translucent. Its material armor (including natural armor) becomes worthless, though its size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply. The subject gains DR 10/magic and becomes immune to poison, sneak attacks, and critical hits. It can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. This does not rule out the use of certain spells that the subject may have prepared using the feats Silent Spell, Still Spell, and Eschew Materials. The subject also loses supernatural abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the gaseous form spell takes effect. A gaseous creature can't run, but it can fly at a speed of 10 feet and automatically succeeds on all Fly skill checks. It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. It also can't manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot.

Hypercognition**3****Pages in Spellbook** : 3 (Investigator Starting Formula Book)**Classes that cast this spell at this level** : Alchemist, Bard**School** divination**Casting Time** 1 action**Components** V**Range** personal**Target** you**Duration** see text

You rapidly catalog and collate all available data on a person, place, thing, or event, calling to mind scraps of memory and assembling clues in a logical and systematic order. Immediately after casting the spell, you can begin spending the necessary time to perform an Intelligence check, a Linguistics check to detect a forgery or decipher a hidden message, or a Knowledge check. If the check requires at least 3 rounds, you can perform it five times as quickly (minimum 1 round). If the check required fewer than 3 rounds, you can perform it instantly. Either way, you gain an insight bonus on the check equal to your caster level (maximum bonus +10), but this bonus can't raise your result above what you could have achieved on a natural 20.

Appears in : Occult Adventures**Nondetection****3****Pages in Spellbook** : 3 (Investigator Starting Formula Book)**Classes that cast this spell at this level** : Alchemist, Antipaladin, Assassin, Inquisitor, Mesmerist, Occultist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Wizard**School** abjuration / void elemental**Casting Time** 1 action**Components** V, S, M (diamond dust worth 50 gp)**Range** touch**Target** creature or object touched**Duration** 1 hour/level**Saving Throw** Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

The warded creature or object becomes difficult to detect by divination spells such as clairaudience/clairvoyance, locate object, and detect spells. Nondetection also prevents location by such magic items as crystal balls. If a divination is attempted against the warded creature or item, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast nondetection. If you cast nondetection on yourself or on an item currently in your possession, the DC is 15 + your caster level. If cast on a creature, nondetection wards the creature's gear as well as the creature itself.

Spider Climb, Communal**3****Pages in Spellbook** : 3 (Investigator Starting Formula Book)**Classes that cast this spell at this level** : Alchemist, Druid, Occultist, Psychic, Sorcerer, Summoner, Summoner (Unchained), Wizard**School** transmutation**Casting Time** 1 action**Components** V, S, M**Range** touch**Target** creatures touched**Duration** 10 min./level split among the recipients**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like *spider climb*, except you divide the duration in 10-minute intervals among the creatures touched.

Spider Climb

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet and a +8 racial bonus on Climb skill checks; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A spider climbing creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

Appears in : Ultimate Combat

Voluminous Vocabulary 3**Pages in Spellbook** : 3 (Investigator Starting Formula Book)**Classes that cast this spell at this level** : Alchemist, Cleric, Psychic, Sorcerer, Spiritualist, Witch, Wizard**School** divination**Casting Time** 1 action**Components** V, S, M (a quill)**Range** touch**Target** creature touched**Duration** 8 hours (D)**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

You choose any language (except for secret languages, such as Druidic). The target gains the ability to speak, understand, read, and write that language. When you cast this spell, you can attempt a DC 15 Linguistics check. If you succeed, choose an additional language, plus one more language for every 10 by which your check result exceeded the DC.

Written material can be read at the rate of one page (250 words) per minute. As with *comprehend languages*, this spell doesn't impart insight into material the target read, just the literal meaning, and it doesn't allow the target to read magical writing or decipher codes.

If the target lacks the mental capacity to grasp a language, it still gains enough knowledge to respond to and carry out even extremely complex commands or suggestions coached in the language (whether written or spoken). However, since this spell endows the target merely with a temporarily enhanced vocabulary, the person offering instructions to nonsentient creatures must take care to avoid metaphors or any other ambiguity.

Appears in : Ultimate Intrigue**Water Breathing** 3**Pages in Spellbook** : 3 (Investigator Starting Formula Book)**Classes that cast this spell at this level** : Alchemist, Bloodrager, Cleric, Druid, Magus, Psychic, Shaman, Sorcerer, Summoner, Summoner (Unchained), Underterror Evolution, Wizard**School** transmutation / water elemental**Casting Time** 1 action**Components** V, S, M/DF (short reed or piece of straw)**Range** touch**Target** living creatures touched**Duration** 2 hours/level; see text**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air.

Cure Critical Wounds 4**Pages in Spellbook** : 4 (Investigator Starting Formula Book)**Classes that cast this spell at this level** : Adept, Alchemist, Bard, Cleric, Inquisitor, Occultist, Shaman, Spiritualist, White Necromancer**School** conjuration (healing)**Casting Time** 1 action**Components** V, S**Range** touch**Target** creature touched**Duration** instantaneous**Saving Throw** Will half (harmless); see text; **Spell Resistance** yes (harmless); see text

This spell functions like *cure light wounds*, except that it cures 4d8 points of damage + 1 point per caster level (maximum +20).

Cure Light Wounds

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.

Death Ward 4**Pages in Spellbook** : 4 (Investigator Starting Formula Book)**Classes that cast this spell at this level** : Alchemist, Cleric, Demon Hunter, Inquisitor, Medium, Occultist, Paladin, Spiritualist, White Necromancer, Witch**School** necromancy**Casting Time** 1 action**Components** V, S, DF**Range** touch**Target** living creature touched**Duration** 1 min./level**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

The subject gains a +4 morale bonus on saves against all death spells and magical death effects. The subject is granted a save to negate such effects even if one is not normally allowed. The subject is immune to energy drain and any negative energy effects, including channeled negative energy. This spell does not remove negative levels that the subject has already gained, but it does remove the penalties from negative levels for the duration of its effect.

Death ward does not protect against other sorts of attacks, even if those attacks might be lethal.

Echolocation 4**Pages in Spellbook** : 4 (Investigator Starting Formula Book)**Classes that cast this spell at this level** : Alchemist, Bard, Druid, Occultist**School** transmutation [sonic]**Casting Time** 1 action**Components** V**Range** personal**Target** you**Duration** 10 minutes/level

You can perceive the world by creating high-pitched noises and listening to their echoes. This gives you blindsight to a range of 40 feet. The echo-producing noises are too highpitched to be heard by most creatures, and can only be detected by dragons, other creatures with this ability (such as bats), and creatures with hearing-based blindsense or blindsight. You cannot use this ability if you are deaf, and cannot detect anything in an area of silence.

Appears in : Ultimate Magic

Elemental Body I 4**Pages in Spellbook** : 4 (Investigator Starting Formula Book)**Classes that cast this spell at this level** : Alchemist, Bloodrager, Magus, Sorcerer, Wizard**School** transmutation / all elements (polymorph)**Casting Time** 1 action**Components** V, S, M (the element you plan to assume)**Range** personal**Target** you**Duration** 1 min/level (D)**Saving Throw** none

When you cast this spell, you can assume the form of a Small air, earth, fire, or water elemental (see the Pathfinder RPG Bestiary). The abilities you gain depend upon the type of elemental into which you change. Elemental abilities based on size, such as burn, vortex, and whirlwind, use the size of the elemental you transform into to determine their effect.

Air elemental: If the form you take is that of a Small air elemental, you gain a +2 size bonus to your Dexterity and a +2 natural armor bonus. You also gain fly 60 feet (perfect), darkvision 60 feet, and the ability to create a whirlwind.

Earth elemental: If the form you take is that of a Small earth elemental, you gain a +2 size bonus to your Strength and a +4 natural armor bonus. You also gain darkvision 60 feet and the ability to earth glide.

Fire elemental: If the form you take is that of a Small fire elemental, you gain a +2 size bonus to your Dexterity and a +2 natural armor bonus. You gain darkvision 60 feet, resist fire 20, vulnerability to cold, and the burn ability.

Water elemental: If the form you take is that of a Small water elemental, you gain a +2 size bonus to your Constitution and a +4 natural armor bonus. You also gain swim 60 feet, darkvision 60 feet, the ability to create a vortex, and the ability to breathe water.

False Life, Greater 4**Pages in Spellbook** : 4 (Investigator Starting Formula Book)**Classes that cast this spell at this level** : Alchemist, Bloodrager, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, White Necromancer, Witch, Wizard**School** necromancy**Casting Time** 1 action**Components** V, S, M (a drop of blood)**Range** personal**Target** you**Duration** 1 hour/level or until discharged; see text**Saving Throw** none; **Spell Resistance** -

This spell functions as *false life*, except you gain temporary hit points equal to $2d10 + 1$ point per caster level (maximum +20). The effects of this spell do not stack with those of *false life*.

False Life

You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to $1d10 + 1$ per caster level (maximum +10).

Appears in : Ultimate Magic**Fire Shield** 4**Pages in Spellbook** : 4 (Investigator Starting Formula Book)**Classes that cast this spell at this level** : Alchemist, Bloodrager, Magus, Occultist, Sorcerer, Summoner (Unchained), Wizard**School** evocation / fire elemental [cold, fire]**Casting Time** 1 action**Components** V, S, M (phosphorus for the warm shield; a firefly or glowworm for the chill shield)**Range** personal**Target** you**Duration** 1 round/level (D)

This spell wreathes you in flame and causes damage to each creature that attacks you in melee. The flames also protect you from either cold-based or fire-based attacks, depending on if you choose cool or warm flames for your fire shield. Any creature striking you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of damage + 1 point per caster level (maximum +15). This damage is either cold damage (if you choose a chill shield) or fire damage (if you choose a warm shield). If the attacker has spell resistance, it applies to this effect. Creatures wielding melee weapons with reach are not subject to this damage if they attack you. When casting this spell, you appear to immolate yourself, but the flames are thin and wispy, increasing the light level within 10 feet by one step, up to normal light. The color of the flames is blue or green if the chill shield is cast, violet or red if the warm shield is employed. The special powers of each version are as follows.

Chill Shield: The flames are cool to the touch. You take only half damage from fire-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful saving throw.

Warm Shield: The flames are warm to the touch. You take only half damage from cold-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful saving throw.

Fluid Form 4**Pages in Spellbook** : 4 (Investigator Starting Formula Book)**Classes that cast this spell at this level** : Alchemist**School** transmutation / water elemental [water]**Casting Time** 1 action**Components** S, M (a mixture of oil and water)**Range** personal**Target** you**Duration** 1 minute/level

When you cast this spell, your body takes on a slick, oily appearance. For the duration of this spell, your form can stretch and shift with ease and becomes slightly transparent, as if you were composed of liquid. This transparency is not enough to grant concealment. You gain DR 10/slashing and your reach increases by 10 feet. In addition, you can pass through small holes or narrow openings, even mere cracks, with anything you were carrying at the time the spell was cast (except other creatures). Finally, you can move through water with a swim speed of 60 feet and can breathe both water and air for the duration of this effect. You are treated as if you had the water subtype while this spell is in effect.

Appears in : Advanced Player's Guide

Freedom of Movement

4

Pages in Spellbook : 4 (Investigator Starting Formula Book)**Classes that cast this spell at this level** : Alchemist, Assassin, Bard, Cleric, Druid, Elven Archer, Inquisitor, Medium, Mesmerist, Occultist, Psychic, Ranger, Spiritualist**School** abjuration**Casting Time** 1 action**Components** V, S, M (a leather strip bound to the target), DF**Range** personal or touch**Target** you or creature touched**Duration** 10 min./level**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin. The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, grant water breathing.

Restoration

4

Pages in Spellbook : 4 (Investigator Starting Formula Book)**Classes that cast this spell at this level** : Adept, Alchemist, Cleric, Demon Hunter, Inquisitor, Mesmerist, Paladin, Shaman, Spiritualist**School** conjuration (healing)**Casting Time** 3 rounds**Components** V, S, M (diamond dust worth 100 gp), see text**Range** touch**Target** creature touched**Duration** instantaneous**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like *lesser restoration*, except that it also dispels temporary negative levels or one permanent negative level. If this spell is used to dispel a permanent negative level, it has a material component of diamond dust worth 1,000 gp. This spell cannot be used to dispel more than one permanent negative level possessed by a target in a 1-week period.

Restoration cures all temporary ability damage, and it restores all points permanently drained from a single ability score (your choice if more than one is drained). It also eliminates any fatigue or exhaustion suffered by the target.

Restoration, Lesser

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

Universal Formula

4

Pages in Spellbook : 4 (Investigator Starting Formula Book)**Classes that cast this spell at this level** : Alchemist**School** transmutation**Casting Time** 1 action**Components** V, S, M (quicksilver and powdered platinum worth 100 gp)**Range** personal**Target** you**Duration** instantaneous

As you ingest this extract, it transforms into the appropriate extract for any formula you know of 3rd level or lower and takes effect immediately. If the chosen formula has an expensive material component, it must be provided along with the component for this formula. You may not create an infused extract with this formula.

Appears in : Advanced Player's Guide

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XP Reward : 0 XP; **Net Cash** :

- no notes -