



Rikku is a young, Al Bhed Chemist specializing in alchemical items and machina. Her attitude is somewhat childish but is also quite cheerful and positive. She is very protective of those closest to her. She has a fear of lightning because when she was attacked by a fiend at the beach when she was young, her brother tried to destroy it with a Thunder spell, but missed and electrocuted her instead. This fear often deters her from crafting lightning based alchemical items.

In battle, Rikku is quick on her feet, using her bombs to strike hard from a range, and her claw gauntlets when forced into melee.

**Rikku****CR 1****XP 400**

Female Al Bhed Chemist 1

CG Medium Humanoid

**Init** +3; **Senses** Perception +4

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**Defense**

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**AC** 17, touch 13, flat-footed 14 (+4 Armor, +3 Dex)**HP** 10 (1d8+2)**Fort** +3, **Reflex** +6, **Will** +0**Defensive Abilities** [Desert Nomad](#), [Trap Knowledge](#)

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**Offense**

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**Speed** 30 ft.**Melee** 2 Claws +1 (1d4+1)**Special Attacks** [Bomb](#) +3 (1d6+4, DC 15)**Limit Breaks** [Mega-Item](#), [Perfect Bomb](#)

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**Tactics**

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**During Combat** Rikku tends to stay back a bit, using her bombs as her main offense. When threatened at melee range, she uses her claw gauntlets.

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**Statistics**

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**Str** 12, **Dex** 16, **Con** 14, **Int** 18, **Wis** 10, **Cha** 12**Base Atk** +0; **CMB** +1; **CMD** 14**Feats** Craft Alchemical Item, Martial Weapon Proficiency (Feral Claw Gauntlets), Throw Anything**Skills** Appraise +8, Craft (Alchemy) +10, Disable Device +7, Knowledge (Arcana) +8, Knowledge (Technology) +5, Perception +4, Sleight of Hand +7, Survival +4, Use Magic Device +5**Languages** Common, Al Bhed, plus 3 more.**SQ** [Fixer-Upper](#), [Mechanical Genius](#) [Craft (Alchemy)], [Technologist](#), [Weapon Familiarity](#), [Craft Alchemical Item](#), [Throw Anything](#)**Combat Gear** Feral Claw Gauntlet, Lamellar Leather, Cure Potion x2; **Other Gear** Backpack, Bedroll, Trail Rations x3, 1-Pint Flask

\*Rikku puts her favored class bonus into HP each level.

\*\*If using Rikku in a game that allows traits, she takes the “Reactionary” and “Artisan [Craft (Alchemy)]” traits.

**XP 1,600**

Female Al Bhed Chemist 5

CG Medium Humanoid

**Init** +3; **Senses** Perception +8

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**Defense**

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**AC** 18, touch 13, flat-footed 15 (+5 Armor, +3 Dex)**HP** 43 (5d8+15)**Fort** +6, **Reflex** +7, **Will** +1**Defensive Abilities** [Desert Nomad](#), [Trap Knowledge](#)

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**Offense**

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**Speed** 30 ft.**Melee** 2 Claws +5 (1d4+2)**Special Attacks** [Bomb](#) +7 (3d6+6 fire, DC 17)**Special Abilities** [Discovery](#) [Precise Bombs, Explosive Bomb], [Alchemical Mixture](#) (8/day)**Limit Breaks** [Mega-Item](#), [Perfect Bomb](#)

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**Tactics**

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**During Combat** Rikku tends to stay back a bit, using her bombs as her main offense. When threatened at melee range, she uses her claw gauntlets. If the situation calls for it, Rikku will use her Alchemical Mixture ability to craft an item in a pinch to fit the situation.

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**Statistics**

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**Str** 12, **Dex** 16, **Con** 14, **Int** 20, **Wis** 10, **Cha** 12**Base Atk** +3; **CMB** +4; **CMD** 17**Feats** Craft Alchemical Item, Martial Weapon Proficiency (Feral Claw Gauntlets), Point-Blank Shot, Precise Shot, Skill Focus (Heal), Throw Anything**Skills** Appraise +13, Craft (Alchemy) +16, Disable Device +11, Knowledge (Arcana) +13, Knowledge (Technology) +13, Perception +8, Sleight of Hand +11, Survival +8, Use Magic Device +9**Languages** Common, Al Bhed, plus 4 more.**SQ** [Fixer-Upper](#), [Mechanical Genius](#) [Craft (Alchemy)], [Technologist](#), [Weapon Familiarity](#), [Craft Alchemical Item](#), [Throw Anything](#), [Throw Alchemical Item](#), [Swift Alchemy](#), [Anesthetic](#)**Combat Gear** +1 Chain Shirt, +1 Feral Claw Gauntlets, Headband of Vast Intelligence +2, Hi-Potion x3, Phoenix Down x1, Fish Scale x1; **Other Gear** Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, Portable Alchemist's Lab

**XP 9,600**

Female Al Bhed Chemist 10

CG Medium Humanoid

**Init** +3; **Senses** Perception +13

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**Defense**

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**AC** 22, touch 16, flat-footed 19 (+7 Armor, +2 Deflect, +3 Dex)**HP** 82 (10d8+30)**Fort** +9, **Reflex** +10, **Will** +3**Defensive Abilities** [Desert Nomad](#), [Trap Knowledge](#)

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**Offense**

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**Speed** 30 ft.**Melee** 2 Claws +11 (1d4+4)**Special Attacks** [Bomb](#) +11 (5d6+7 fire, DC 21)**Special Abilities** [Discovery](#) [Precise Bombs, Explosive Bomb, Dispelling Bomb, Blinding Bomb, Sticky Bomb], [Alchemical Mixture](#) (9/day), [Mix](#)**Limit Breaks** [Mega-Item](#), [Perfect Bomb](#)

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**Tactics**

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**During Combat** Rikku tends to stay back a bit, using her bombs as her main offense. When threatened at melee range, she uses her claw gauntlets. If the situation calls for it, Rikku will use her Alchemical Mixture ability to craft an item in a pinch to fit the situation.

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**Statistics**

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**Str** 12, **Dex** 17, **Con** 14, **Int** 22, **Wis** 10, **Cha** 12**Base Atk** +7; **CMB** +8; **CMD** 21**Feats** Combat Reflexes, Craft Alchemical Item, Martial Weapon Proficiency (Feral Claw Gauntlets). Point-Blank Shot, Precise Shot, Ricochet Splash Weapon, Skill Focus (Heal), Throw Anything**Skills** Appraise +19, Craft (Alchemy) +22, Disable Device +16, Knowledge (Arcana) +19, Knowledge (Nature) +19, Knowledge (Technology) +19, Perception +13, Sleight of Hand +16, Survival +13, Use Magic Device +14**Languages** Common, Al Bhed, plus 5 more.**SQ** [Fixer-Upper](#), [Mechanical Genius](#) [Craft (Alchemy)], [Technologist](#), [Weapon Familiarity](#), [Craft Alchemical Item](#), [Throw Anything](#), [Throw Alchemical Item](#), [Swift Alchemy](#), [Anesthetic](#), [Improved Quaff Potion](#), [Item Lore](#)**Combat Gear** +3 Chain Shirt, +3 Feral Claw Gauntlets, Ring of Protection +2, Headband of Vast Intelligence +4, X-Potion x4, Phoenix Down x2, Graviball x1, Water Gem x2; **Other Gear** Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, Portable Alchemist's Lab

**XP 51,200**

Female Al Bhed Chemist 15

CG Medium Humanoid

**Init** +3; **Senses** Perception +18

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**Defense**

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**AC** 26, touch 17, flat-footed 22 (+9 Armor, +3 Deflect, +4 Dex)**HP** 168 (15d8+90)**Fort** +14, **Reflex** +13, **Will** +5**Defensive Abilities** [Desert Nomad](#), [Trap Knowledge](#)

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**Offense**

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**Speed** 30 ft.**Melee** 2 Claws +19 (1d4+8)**Special Attacks** [Bomb](#) +16/+11/+6 (8d6+8 fire, DC 24), Rending Claws (+1d6)**Special Abilities** [Discovery](#) [Precise Bombs, Explosive Bomb, Dispelling Bomb, Blinding Bomb, Sticky Bomb, Bombard, Greater Bombard, Dilution], [Alchemical Mixture](#) (10/day), [Mix](#)**Limit Breaks** [Mega-Item](#), [Perfect Bomb](#)

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**Tactics**

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**During Combat** Rikku tends to stay back a bit, using her bombs as her main offense. When threatened at melee range, she uses her claw gauntlets. If the situation calls for it, Rikku will use her Alchemical Mixture ability to craft an item in a pinch to fit the situation.

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**Statistics**

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**Str** 16, **Dex** 18, **Con** 20, **Int** 24, **Wis** 10, **Cha** 12**Base Atk** +11; **CMB** +14; **CMD** 28**Feats** Combat Reflexes, Craft Alchemical Item, Extra Discovery, Martial Weapon Proficiency (Feral Claw Gauntlets), Point-Blank Shot, Precise Shot, Rending Claws, Ricochet Splash Weapon, Skill Focus (Heal), Throw Anything**Skills** Appraise +25, Bluff +19, Craft (Alchemy) +28, Disable Device +22, Knowledge (Arcana) +25, Knowledge (Nature) +25, Knowledge (Technology) +25, Perception +18, Sleight of Hand +22, Survival +18, Use Magic Device +19**Languages** Common, Al Bhed, plus 6 more.**SQ** [Fixer-Upper](#), [Mechanical Genius](#) [Craft (Alchemy)], [Technologist](#), [Weapon Familiarity](#), [Craft Alchemical Item](#), [Throw Anything](#), [Throw Alchemical Item](#), [Swift Alchemy](#), [Anesthetic](#), [Improved Quaff Potion](#), [Item Lore](#), [Auto-Potion](#), [Quaff Potion Mastery](#), [Defensive Bombing](#)**Combat Gear** +5 Chain Shirt, +5 Feral Claw Gauntlets, Ring of Protection +3, Crystal Gloves, Belt of Giant Strength +4, Mega Potion x1, X-Potion x2, Phoenix Down x2; **Other Gear** Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, Portable Alchemist's Lab