

Arcane Bomber

To many mages, the experimentation of the chemist seems quaint, if not dangerous or frightening. A few mages take up the secrets of the bomb, however, fusing alchemy with their already considerable magical power.

The arcane bomber is an archetype of the black mage class.

Bomb (Su): At 1st level, the arcane bomber gains an ability nearly identical to the chemist's bomb ability. Unlike the chemist, at 1st level, the arcane bomber chooses one type of element from the following list: dark, earth, fire, ice, lightning, water, and wind. He can throw bombs of that type, but cannot modify them with discoveries. This ability stacks with the chemist bomb ability to determine the level of bomb damage, but an arcane bomber that becomes a chemist does not gain that class's bomb ability, nor does a chemist that becomes an arcane bomber gain this bomb ability.

This ability replaces all black magery abilities.

Spellblast Bombs (Su): At 1st level, as a swift action, an arcane bomber can spend MP (up to the spell level he can cast) to empower the next bomb he throws during his turn. When he does, he gains a bonus to hit with the next bomb he throws before the end of his turn equal to the MP spent, and a bonus to damage equal to twice the MP spent.

This ability replaces cantrips, but the arcane bomber gains the detect magic and read magic cantrips. He can cast either of these as 1st-level spells.