

Bioinjector

Retro-fitted with their bioguns, bioinjectors serve an interesting choice in healing allies and providing support.

The bioinjector is an archetype of the chemist class.

Limit Break (Su): At 1st level, the bioinjector receives the Limit Break (Perfect Biogun).

Perfect Biogun (Su): This Limit Break allows the bioinjector to perfect his biogun. For the duration of 1 round + 1 round per four chemist levels after 1st, when the bioinjector uses his biogun, it heals for maximum. This limit break requires only a swift action.

This ability replaces the Limit Break (Perfect Bomb).

Biogun: At 1st level, a bioinjector is granted a biogun. This specialized firearm can heal wounds (his own or those of others) at a range of 30 feet. Each day he can use fill up his biogun and able to use it a number of times per day equal to half his chemist level (minimum 1) plus his Intelligence modifier. With one zap of this biogun, a bioinjector can heal 1d6 hit points of damage + his Intelligence modifier plus an additional 1d6 for every two chemist levels beyond 1st. Using this biogun is a standard action, unless the bioinjector targets himself, in which case it is a swift action. In addition, the bioinjector can use this weapon to harm undead, requiring a ranged touch attack and inflicting damage, with a Will save (DC 10 + half of the chemist's level + his Intelligence modifier) for half damage.

This ability replaces bomb.

Biogun Discoveries (Su): Starting at 2nd level, the bioinjector loses access to all discoveries that involve bombs but gains access to the following discoveries unique to this archetype. Discoveries that modify the biogun that are marked with an asterisk (*) do not stack. Only one such discovery can be applied to the biogun. The DC of any saving throw called for by a discovery is equal to 10 + half of the chemist's level + his Intelligence modifier.

Biochain (Su):* This discovery allows the bioinjector to improve his biogun by turning it into an arc of healing energy that “jumps” from the first target to others. A biochain can jump to one secondary target per three chemist levels within 30 feet of the previous one. The bioinjector can't target the same creature more than once with the *biochain*. Each target struck after the first heals half the healing done to the first target. Each undead creature struck must make a Will save to reduce the damage by half. **Prerequisite:** A bioinjector must be at least 12th level before selecting this discovery.

Biocone (Su):* This discovery allows the bioinjector to use his biogun as a 30-foot cone. Any undead creature in the area of the cone can attempt a Will save for half damage. **Prerequisite:** A bioinjector must be at least 10th level before selecting this discovery.

Biocure (Su): This discovery allows the bioinjector to cure 1 harmful status effect when healing with his biogun as if casting *Esuna*, *Greater Esuna*, or *Basuna*, using the chemist's level as his caster level needed to cast these spells. **Prerequisite:** A bioinjector must be at least 8th level before selecting this discovery.

Bioenhancement (Su): This discovery allows the bioinjector to grant all allies healed by his biogun a number of temporary hit points equal to his chemist level + his Intelligence modifier. These temporary hit points last for an entire encounter.

Bioline (Su):* This discovery allows the bioinjector to use his biogun as a 60-foot line. Any undead creature in the line can attempt a Will save for half damage. **Prerequisite:** A bioinjector must be at least 6th level before selecting this discovery.

Biospear (Su)*: This discovery extends the bioinjector's biogun's range to 60 feet with no range increment. **Prerequisite:** A bioinjector must be at least 4th level before selecting this discovery.

Biosplash (Su)*: This discovery allows the bioinjector to use his biogun as a 15-ft.-radius burst anywhere within range. Any undead creature in the area of effect can attempt a Will save for half damage. **Prerequisite:** A bioinjector must be at least 6th level before selecting this discovery.

Greater Biogun (Su): The bioinjector's biogun is more potent than most. The bioinjector's biogun heals an additional 1d6 damage. This discovery can be taken multiple of times, once at 6th, 12th, and 18th level. **Prerequisite:** A bioinjector must be at least 6th, 12th, and 18th level before selecting this discovery.