

Chemist

Whether secreted away in a smoky basement laboratory or gleefully experimenting in a well-respected school of magic, the chemist is often regarded as being just as unstable, unpredictable, and dangerous as the concoctions he brews. While some creators of alchemical items content themselves with sedentary lives as merchants, the true chemist answers a deeper calling. Rather than cast magic like a spellcaster, the chemist captures his own magic potential within liquids and extracts he creates, infusing his chemicals with virulent power to grant him impressive skill with explosives.

Role: The chemist's reputation is not softened by his exuberance (some would say dangerous recklessness) in perfecting his potion-like creations, infusing these substances with magic siphoned from his aura and using his own body as experimental stock. Nor is it mollified by the chemist's almost gleeful passion for building explosive bombs. These traits, while making him a liability and risk for most civilized organizations and institutions of higher learning, seem to fit quite well with most adventuring groups.

Alignment: Any.

Hit Die: d8.

Starting Wealth: $3d6 \times 10$ gil (average 105 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

Class Skills

The chemist's class skills (and the key ability for each skill) are Appraise (Int), Craft (any) (Int), Disable Device (Dex), Fly (Dex), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Sleight of Hand (Dex), Spellcraft (Int), Survival (Wis), Use Magic Device (Cha).

Skill Ranks Per Level: 4 + Int modifier.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 st	+0	+2	+2	+0	Bomb (1d6), Alchemy, Craft Alchemical Item, Throw Anything, Limit Breaks
2 nd	+1	+3	+3	+0	Discovery, Alchemical Touch
3 rd	+2	+3	+3	+1	Swift Alchemy
4 th	+3	+4	+4	+1	Bomb (2d6), Discovery, Alchemical Mixture (Tier 1)
5 th	+3	+4	+4	+1	Alchemical Manipulation (Desynthesis), Anesthetic
6 th	+4	+5	+5	+2	Discovery, Alchemical Savant
7 th	+5	+5	+5	+2	Bomb (3d6), Improved Quaff Potion
8 th	+6/+1	+6	+6	+2	Discovery, Item Lore (Tier 1)
9 th	+6/+1	+6	+6	+3	Alchemical Manipulation (Synthesis)
10 th	+7/+2	+7	+7	+3	Bomb (4d6), Discovery
11 th	+8/+3	+7	+7	+3	Auto-Potion, Alchemical Mixture (Tier 2)
12 th	+9/+4	+8	+8	+4	Discovery, Item Lore (Tier 2)
13 th	+9/+4	+8	+8	+4	Bomb (5d6), Quaff Potion Mastery
14 th	+10/+5	+9	+9	+4	Discovery, Safeguard
15 th	+11/+6/+1	+9	+9	+5	Defensive Bombing
16 th	+12/+7/+2	+10	+10	+5	Bomb (6d6), Discovery, Item Lore (Tier 3)
17 th	+12/+7/+2	+10	+10	+5	Alchemical Diffusion

18 th	+13/+8/+3	+11	+11	+6	Discovery, Alchemical Mixture (Tier 3)
19 th	+14/+9/+4	+11	+11	+6	Bomb (7d6), Instant Alchemy
20 th	+15/+10/+5	+12	+12	+6	Grand Discovery, Item Lore (Tier 4)

Class Features

All of the following are class features of the chemist.

Weapon and Armor Proficiency: Chemists are proficient with all simple weapons, simple firearms, and bombs. Chemists are proficient with light armor, but not with any type of shields.

Limit Breaks (Su): At 1st level, the chemist receives the Limit Breaks (Mega-Item and Perfect Bomb).

Mega-Item (Su): This Limit Break transforms a single alchemical item into a very potent version. All variable, numeric effects are maximized. It lasts for the duration of 1 round + 1 round per four chemist levels after 1st before it loses all potency. This limit break requires only a swift action.

Perfect Bomb (Su): This Limit Break allows the chemist to create the perfect bomb. For the duration of 1 round + 1 round per four chemist levels after 1st, the chemist creates one of these bombs which he can throw at double the normal range and deals maximum damage. This limit break requires only a swift action.

Bomb (Su): Beginning of 1st level, chemists are adept at swiftly mixing various volatile chemicals and infusing them with their magical reserves to create powerful bombs that they can hurl at their enemies. Drawing the components of, creating, and throwing a bomb requires a standard action that provokes an attack of opportunity. Thrown bombs have a range of 20 feet and use the Throw Splash Weapon special attack. Bombs are considered weapons and can be selected using feats such as Point-Blank Shot and Weapon Focus. On a direct hit, a chemist's bomb inflicts 1d6 points of fire damage + additional damage equal to the chemist's Intelligence modifier. The damage of a chemist's bomb increases by 1d6 points for every three chemist levels after 1st (this bonus damage is not multiplied on a critical hit or by using feats such as Vital Strike). Splash damage from a chemist bomb is always equal to the bomb's minimum damage (so if the bomb would deal 2d6+4 points of fire damage on a direct hit, its splash damage would be 6 points of fire damage). Those caught in the splash damage can attempt a Reflex save for half damage. The DC of this save is equal to 10 + half of the chemist's level + his Intelligence modifier.

Chemists can learn new types of bombs as discoveries (see the Discovery ability) as they level up. A chemist's bomb becomes inert if used or carried by anyone else. Rapid Shot and other similar feats do not work with bombs.

Alchemy: At 1st level, the chemist adds his chemist level as a competence bonus on all Craft (alchemy) checks and can use Craft (alchemy) to identify potions.

Craft Alchemical Item (Ex): At 1st level, chemists receive Craft Alchemical Item as a bonus feat. The chemist does not need to meet the prerequisites for this feat. The chemist uses their own chemist levels for the purpose of qualifying for caster level requirements when crafting alchemical items. Starting at 1st level, the chemist may also ignore 1st level spell requirements when crafting alchemical items. At 3rd level and every two chemist levels thereafter, the chemist ignores the spell level requirements (2nd at 3rd chemist level, 3rd at 5th chemist level, etc.) Additionally, the saving throw DCs of alchemical items made by the chemist are always 10 + spell level of item's required spell + the chemist's Intelligence modifier.

Throw Anything (Ex): All chemists gain the Throw Anything feat as a bonus feat at 1st level. A chemist adds his Intelligence modifier to damage done with Throw Splash Weapon, including the splash damage if any. This bonus damage is already included in the bomb class feature.

Alchemical Touch (Ex): At 2nd level, as a swift action, the chemist can infuse a held alchemical item to apply its effects on contact that would normally only affect a creature if it were ingested or inhaled. This effect is bestowed on the item for 1 round, and only affects creatures other than the chemist himself.

Discovery (Su): At 2nd level, and then again every two chemist levels thereafter (up to 18th level), a chemist makes an incredible alchemical discovery. Unless otherwise noted, a chemist cannot select an individual discovery more than once. Some discoveries can only be made if the chemist has met certain prerequisites first, such as uncovering other discoveries. Discoveries that modify bombs that are marked with an asterisk (*) do not stack. Only one such discovery can be applied to an individual bomb. The DC of any saving throw called for by a discovery is equal to 10 + half of the chemist's level + his Intelligence modifier.

Acid Bomb (Su):* When the chemist creates a bomb, he can choose to have it inflict earth damage. Creatures that take a direct hit from an acid bomb take an additional 1d6 points of non-elemental damage 1 round later.

Alchemical Residue (Ex): The chemist is able to capture and store the leftover alchemical residue from Alchemical Manipulation for future use. Any gil differences from Synthesis or Desynthesis is attributed as alchemical residue, allowing the chemist to use this resource as part of alchemical item creation when using Synthesis or Desynthesis. The chemist can hold an amount of residue equal to his chemist level x 1,000 in gil value. **Prerequisites:** A chemist must be at least 5th level and have the Alchemical Manipulation class feature to select this discovery..

Alchemical Simulacrum (Su): The chemist gains the ability to create a lesser simulacrum. This works like the *lesser simulacrum* spell, except it costs 100 gil in alchemical materials per Hit Die of the simulacrum, requires 24 hours to grow, and decays into inert flesh rather than ice or snow if killed. The created simulacrum is a creature, not a supernatural effect. **Prerequisite:** Chemist 8

Alchemical Zombie (Su): The chemist gains the ability to animate a relatively complete corpse as an alchemy-powered zombie. This process takes 1 hour and costs 100 gil in alchemical reagents per HD of the corpse being animated; the dead creature gains the zombie template. The undead the chemist creates remains under his control indefinitely. No matter how many times he uses this discovery, however, he can control only 4 HD worth of undead creatures per chemist level. The created zombie is a creature, not a supernatural effect. **Prerequisite:** Chemist 8

Anarchic Bombs (Su):* When the chemist creates a bomb, he can choose to have it deal chaotic shadow damage. Lawful creatures that take a direct hit from an anarchic bomb must succeed at a Fortitude save or be staggered on their next turn. Against neutral creatures, anarchic bombs deal half damage, and such targets are not affected by their staggering effect. Anarchic bombs have no effect on chaotic-aligned creatures. **Prerequisite:** Chemist 8

Axiomatic Bombs (Su):* When the chemist creates a bomb, he can choose to have it deal lawful holy damage. Chaotic creatures that take a direct hit from an axiomatic bomb must succeed at a Fortitude save or be staggered on their next turn. Against neutral creatures, axiomatic bombs deal half damage, and such targets are not affected by their staggering effect. Axiomatic bombs have no effect on lawful creatures. **Prerequisite:** Chemist 8

Bitter Pill (Su): The chemist becomes bitter in flavor. Any creature that hits the bitter chemist with a bite attack gains the sickened condition for 1 round unless it succeeds at a Fortitude save (DC 10 + half the chemist's level + his Constitution modifier). Any creature that swallows the chemist whole gains the nauseated condition for 1 round unless it succeeds at a Fortitude save (same DC as above). If the chemist is trapped in the creature's gullet and it becomes nauseated, the creature vomits him back out immediately as a free action at the start of the creature's turn; the chemist lands prone adjacent to the creature.

Blackstar Bomb (Su)*: This bomb crushes the target like a void bomb, then repels nearby creatures with a burst of gravity. The target takes damage as if hit by a void bomb. All other creatures within 5 feet of the target are subject to a bull rush. The chemist uses his chemist class level in place of his Combat Maneuver Bonus, and adds his Intelligence modifier in place of his Strength or Dexterity modifier to resolve the bull rush attempts. Creatures moved by a blackstar bomb are pushed directly away from the target's square.

Prerequisite: Void Bomb discovery

Blinding Bomb (Su)*: When the chemist creates a bomb, he can choose for it to detonate very brightly. Creatures that take a direct hit from a blinding bomb are inflicted with the Blind status for 1 minute unless they succeed at a Fortitude save. Creatures in the splash area that fail their saves against the bomb are dazzled for 1 minute. **Prerequisite:** Chemist 8

Bombard (Ex): The chemist is able to produce and throw an additional bomb at a -5 penalty as part of a full-attack. **Prerequisite:** Chemist 6

*Boneshard Bomb (Su)**: The chemist's bomb deals piercing damage instead of fire damage, and creatures that take a direct hit from a boneshard bomb must succeed at a Fortitude save or take 1d4 points of bleed damage in addition to normal damage. If a creature is killed by a boneshard bomb or the resulting bleed effect, its corpse immediately reanimates as an undead creature with the skeleton template. Skeletons that are created in this manner count as undead created by *animate dead* for the purposes of determining how many undead the chemist can control. **Prerequisite:** Must possess the alchemical zombie discovery.

Bottled Ooze (Su): The chemist has learned how to preserve a sample of oozes in a sealed bottle, which he can prepare for use. When the chemist activates the bottle, he actually throws it at a square within 30 feet, releasing the ooze, which reconstitutes and attacks the closest creature. The ooze is not under the chemist's control, but is otherwise treated as a summoned creature. The ooze remains for 1 round per chemist level, and decays into powder when the duration expires. Creating a bottled ooze requires 100 gil in alchemical reagents equal to the ooze's CR (so a CR 4 gray ooze requires 400 gil), up to the max of half the chemist's level.

Prerequisite: Chemist 6

*Breath Weapon Bomb (Su)**: Instead of drawing the components of, creating, and throwing a bomb, the chemist can draw the components, drink them, mix them within his body, and then expel them as a breath weapon as a standard action. This breath weapon is a 15-foot cone and has the same DC as the bomb. Each creature within the cone takes damage as if it had suffered a direct hit from the chemist's bomb, but succeeding at a Reflex save (DC 10 + half of the chemist's level + his Intelligence modifier) halves the damage. Unlike throwing normal bombs, drawing, drinking, and expelling breath weapon bombs does not provoke attacks of opportunity. **Prerequisite:** Chemist 6

Chameleon (Su): A chemist with this discovery can shift the colors of his skin and equipment to blend in with the surrounding terrain. He gains a +4 enhancement bonus on Stealth checks. At 10th level, the bonus on Stealth checks increases to +8.

Concentrate Poison (Ex): The chemist can combine two doses of the same poison to increase their effects. This requires two doses of the poison and 1 minute of concentration. When completed, the chemist has one dose of poison. The poison's frequency is extended by 50% and the save DC increases by +2. This poison must be used within 1 hour of its creation or it is ruined.

*Confusion Bomb (Su)**: The chemist's bombs twist the target's perception of friend and foe. A creature that takes a direct hit from a confusion bomb takes damage from the bomb and is inflicted with the Confuse status for 1 round per chemist level unless they succeed at a Will save. Reduce the amount of normal damage

dealt by the bomb by 2d6 (so a bomb that would normally deal 6d6+4 points of damage deals 4d6+4 points of damage instead). **Prerequisite:** Chemist 8

Crude Bomb (Ex): The chemist can throw non-magical bombs. These function as standard bombs, but deal 1d4 points of damage, plus 1d4 points of fire damage for every odd-numbered level.

Cursed Bomb (Su):* When a chemist creates a bomb, he can choose to have it deliver a debilitating curse. A creature that takes a direct hit from a cursed bomb must succeed at a Will save or be affected by *bestow curse*.

Cytillish Bomb (Su):* When the chemist creates a bomb, he can infuse it with cytillesh extract. Cytillish bombs deal 1d4 points of damage, plus 1d4 points of damage for every odd-numbered level, instead of 1d6. Creatures that take a direct hit from a cytillesh bomb are sickened for 1 round per chemist level unless they succeed at Fortitude saves. If a creature is rendered unconscious from this bomb or any other attack before it is able to remove the sickened condition, the victim loses all memory from the last hour and cannot form new memories for 8 hours. The lost and prevented memories might return later as dreams, and can be restored with a *restora* spell.

Darkness Bomb (Su):* When the chemist creates a bomb, he can choose to have it suppress light sources on the target. This extinguishes non-magical light sources carried by the target and dispels magical light sources for 1 round/level.

Defoliant Bomb (Su): When the chemist creates a bomb, he can choose to have it deal extra damage against plant creatures but less damage against other creatures. Against creatures with the plant type, a defoliant bomb deals 1d8 points of damage, plus 1d8 points of damage for every odd-numbered level the chemist possesses, instead of 1d6. Against all other creatures, the defoliant bomb only deals 1d4 points of damage, plus 1d4 points of damage for every odd-numbered level, instead of 1d6. This is a poison effect. A defoliant bomb kills all normal vegetation in the target's square and its splash area; any plant-based difficult terrain in the affected area becomes normal terrain.

Delayed Bomb (Su): The chemist can place a bomb so that it explodes a number of rounds after the chemist ceases contact with the bomb. This delay can be any number of rounds as chosen by the chemist, up to a number of rounds equal to his level. If at any point the chemist reclaims possession of the delayed bomb, he can end the timer and prevent the bomb's detonation. A delayed bomb detonates immediately if any other creature attempts to touch or move it, or if the bomb's contents are removed from the vial (such as if the vial breaks). The bomb deals damage as if it scored a direct hit to any creature in the square with the bomb when it detonates, and splash damage (see *Throw Splash Weapon*) to all adjacent creatures as normal. A chemist cannot have more than one delayed bomb at one time. If he creates another delayed bomb, the previous bomb becomes inert. *Dispel* can neutralize a delayed bomb, as can a successful *Disable Device* check (DC 10 + the chemist's level + his Intelligence modifier). **Prerequisite:** Chemist 8

Demolition Charge (Su):* When the chemist creates a bomb, he can choose to have it deal damage to an object as if by a *sunder* combat maneuver. If the item is worn or held by an opponent, the item is considered the direct target, and the wearer/holder takes splash damage from the blast. If the object is unattended, a demolition charge deals an additional 2d6 points of damage on a direct hit. This bonus doesn't affect the bomb's splash damage. **Prerequisite:** Chemist 8

Dilution (Su): Once per day, the chemist can dilute any one alchemical item that can be ingested, creating two doses of the same alchemical item from one. Diluting an alchemical item costs a number of gil equal to one-quarter of the alchemical item's market value. An alchemical item that has been diluted cannot be diluted again. **Prerequisite:** Chemist 12

Directed Bomb (Su): The chemist can cause his bombs to splash in a 15-foot cone instead of a 5-foot-radius burst. The chemist chooses the direction of the cone. If the attack misses, roll an additional 1d8 to determine the direction of the blast from where the bomb lands. This discovery can't be combined with the explosive bomb discovery.

Dispelling Bomb (Su)*: When the chemist creates a bomb, he can choose to have it dispel magic effects instead of deal damage. Creatures that take a direct hit from a dispelling bomb are subject to a targeted dispel spell, using the chemist's level as the caster level. This cannot be used to target a specific spell effect.

Prerequisite: Chemist 6

Doppelganger Simulacrum (Su): The chemist learns how to create a *simulacrum*, a soulless duplicate of his body, into which he can project his consciousness. As a full-round action, he may shift his consciousness from his current body to any one of his available doppelganger simulacra, which must be on the same plane as the alchemist. If killed in a simulacrum, he transfers to his own body automatically; if killed in his own body, he is dead. Unused simulacra (including his abandoned original body) appear to be lifeless corpses, though they do not decay. Creating a duplicate costs 1,000 gil in alchemical materials and requires 1 week to grow. The created simulacrum is a creature, not a supernatural effect. **Prerequisites:** Chemist 10, alchemical simulacrum discovery

*Ectoplasmic Bomb (Su)**: The chemist can infuse his bombs with a special unction that damages incorporeal creatures and reveals the presence of undead creatures hiding in the area. Incorporeal creatures struck by an ectoplasmic bomb take full damage from the bomb. In addition, squares in the affected area of the bomb begin to faintly glow in the spaces where undead creatures have traveled in the last minute, including undead benefiting from invisibility or other forms of obscurity, effectively creating a glowing trail. Any undead creatures in the affected area at the time of the explosion likewise glow faintly. This glowing effect lasts for 1 minute.

Elixir of Life (Su): Once per day, the chemist can brew an elixir of life. An elixir of life, when administered by the chemist who brewed it, restores life to a dead creature as per the spell *full-life*. Alternatively, the chemist himself may drink the elixir of life, after which point he is immediately targeted with a *full-life* spell the next time he is killed. Used in this manner, the effects of an elixir of life persist only for a number of days equal to the chemist's Intelligence modifier; if he does not die before that time expires, the effects of the elixir of life end. **Prerequisite:** Chemist 16

Enhance Alchemical Item (Su): A number of times per day equal to his Intelligence modifier, the chemist can cause any alchemical item he ingests to function at a caster level equal to his class level.

Eternal Potion (Ex): If a chemist drinks a potion that he extends, the effects of that potion become permanent until he chooses to make another potion effect permanent. **Prerequisite:** Chemist 16, extend potion discovery

*Explosive Bomb (Su)**: The chemist's bombs now have a splash radius of 10 feet rather than 5 feet (see Throw Splash Weapon). Creatures that take a direct hit from an explosive bomb catch fire, taking 1d6 points of fire damage each round until the fire is extinguished. Extinguishing the flames is a full-round action that requires a Reflex save. Rolling on the ground provides the target with a +2 to the save. Dousing the target with at least 2 gallons of water automatically extinguishes the flames.

Explosive Missile (Su): As a standard action, the chemist can infuse a single arrow, crossbow bolt, or one-handed firearm bullet with the power of his bomb, load the ammunition, and shoot the ranged weapon. He must be proficient with the weapon in order to accomplish this. When the infused ammunition hits its target, it deals damage normally and detonates as if the chemist had thrown the bomb at the target. If the explosive missile misses, it does not detonate. **Prerequisite:** Chemist 4

Extend Potion (Ex): A number of times per day equal to his Intelligence modifier, the chemist can cause any potion he drinks that does not have an instantaneous duration to function at twice its normal duration.

*Flesh-Eating Bomb (Su)**: The chemist's bomb deals damage one die step higher than normal (regular bombs deal d8s, crude bombs deal 1d6, and so on), but they have no effect on inorganic matter. In addition, a creature with at least a +1 armor bonus to AC is less likely to be harmed; such creatures in the bomb's splash radius take no damage on a successful Reflex save, and the target of a direct hit can attempt a Reflex save against the bomb's save DC to take only half damage.

*Force Bomb (Su)**: When the chemist creates a bomb, he can choose to have it inflict force damage. Force bombs deal 1d4 points of non-elemental damage, plus 1d4 points of non-elemental damage for every odd-numbered level, instead of 1d6. Creatures that take a direct hit from a force bomb are knocked prone unless they succeed on a Reflex save. **Prerequisite**: Chemist 8

*Frost Bomb (Su)**: When the chemist creates a bomb, he can choose to have it inflict ice damage. Creatures that take a direct hit from a frost bomb are staggered on their next turn unless they succeed on a Fortitude save.

*Glassfoot Bomb (Su)**: When the chemist creates a bomb, he can choose to have it cover the ground in volatile jagged crystals in addition to its normal effects. These crystals act like caltrops, evaporating into a smelly but harmless gas in 2d6 rounds.

*Glitterdust Bomb (Su)**: When the chemist creates a bomb, he can choose it to explode in glitter, in addition to its normal effects. Creatures that take a direct hit from a glitterdust bomb are inflicted with the Blind status for 1 minute unless they succeed at a Fortitude save. Creatures in the splash area that fail their saves against the bomb are visibly outlined, including invisible creatures for the duration of 1 minute. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Any creature covered by the dust takes a -40 penalty on Stealth checks. **Prerequisite**: Chemist 8, blinding bomb

Grease Bomb (Su)*: When the chemist creates a bomb, he can choose to have it create a grease slick upon detonation. When a grease bomb detonates, it coats an area equal to the bomb's splash radius in grease (as the *oil* spell) for 1 round per level. The DC of the Reflex save to avoid falling after a failed Acrobatics check is equal to 10 + half the chemist's level + his Intelligence modifier. A grease bomb can't affect items or armor. **Prerequisite**: Chemist 6.

Greater Alchemical Simulacrum (Su): The chemist gains the ability to create a simulacrum. This works like the *simulacrum* spell, except it costs 100 gil in alchemical materials per Hit Die of the simulacrum, requires 24 hours to grow, and decays into inert flesh rather than ice or snow if killed. The created simulacrum is a creature, not a supernatural effect. **Prerequisite**: Chemist 14, alchemical simulacrum discovery

Greater Bombard (Ex): The chemist is able to produce and throw a third bomb at a -10 penalty as part of a full-attack. **Prerequisite**: Chemist 12, bombard discovery

Grounding Goo (Su): The chemist's bomb applies a sticky residue after any damage from the bomb is resolved. If a creature damaged by the bomb has a non-magical fly speed, its flight is severely impaired, and it takes a penalty equal to the chemist's level on Fly checks for 1 minute.

Healing Bomb (Su): When the chemist creates a bomb, he can choose to have it heal damage instead of dealing it. Creating a healing bomb requires the chemist to expend a healing potion (a cure potion, a hi-potion, or a x-potion). A creature that takes a direct hit from a healing bomb is healed as if she had imbibed the potion used to create the bomb. Creatures in the splash radius are healed for the minimum amount of damage the cure

spell is capable of healing. A healing bomb damages undead instead of healing them, a Will save to reduce the damage by half.

Healing Touch (Ex): The chemist gains the ability to heal other creatures. As a standard action, he may touch a creature and apply 1 use of his spontaneous healing discovery to that creature; this counts toward his spontaneous healing limit for the day. This ability only functions if the target is the same type of creature (humanoid, undead, and so on) as the chemist. **Prerequisites**: Chemist 6, spontaneous healing discovery

Hellfire Bomb (Su)*: When the chemist creates a bomb, he can have it act as an explosive bomb, but deal half of its damage as fire damage and half as shadow damage that is not subject to fire resistance or immunity. **Prerequisites**: Chemist 10, explosive bomb discovery

Holy Bombs (Su)*: When the chemist creates a bomb, he can choose to have it deal good, holy damage. Evil creatures that take a direct hit from a holy bomb must succeed at a Fortitude save or be staggered on their next turn. Against neutral creatures, holy bombs deal half damage, and such targets are not affected by their staggering effect. Holy bombs have no effect on good-aligned creatures. **Prerequisite**: Chemist 8

Holy Poisons (Su): The chemist is able to infuse poisons with holy power so they can affect evil creatures that are normally immune to poison. Any poison the chemist administers to a weapon can affect undead and evil outsiders, bypassing their inherent immunities. Magical effects that negate poisons still apply. If a creature fails its save, the poison acts as normal, but may have no effect on the creature, depending on the effect of the poison (such as dealing Constitution damage to undead). **Prerequisite**: Chemist 8

*Immolation Bomb (Su)**: When the chemist creates a bomb, he can choose to have its substance coat the direct target's body, causing the bomb to deal its damage over time instead of all at once. The bomb's effect lasts for a number of rounds equal to the number of damage dice the bomb would normally deal (for instance, a 5d6 bomb lasts for 5 rounds). When the bomb hits the direct target, the bomb deals 1d6 + the chemist's Intelligence modifier in damage, and those within the splash zone take damage equal to 1 + the chemist's Intelligence modifier. It repeats this damage against the direct target of the bomb each round the immolation bomb lasts, dealing the damage at the start of the chemist's turn. Splash damage is dealt again to any creature that is adjacent to the direct target when it takes damage from the immolation bomb. A creature taking damage from an immolation bomb's direct hit can attempt to extinguish the flames as a full-round action that requires a Reflex save (DC 10 + half of the chemist's level + his Intelligent modifier). Because of the alchemical nature of this bomb, rolling on the ground does not grant a bonus on the saving throw, and dousing a creature with water does not stop it from burning. These bombs can be used underwater. **Prerequisite**: Chemist 4

Lingering Spirit (Ex): The chemist is familiar enough with the ties between his body and spirit that he lingers at death's door far longer than a normal person. He treats his Constitution as 10 points higher than normal for the purpose of determining when hit point damage kills him (so a chemist with a Constitution of 10 and this discovery dies at -20 hit points instead of -10). Reducing him to 0 Constitution or its equivalent (from ability damage, ability drain, Constitution penalties, and so on) makes him unconscious and comatose, but he is only killed after taking an additional 5 points of Constitution damage, drain, or penalty (in effect, the chemist must be brought to -5 Constitution in order to be killed by these attacks). **Prerequisite**: Chemist 4

Madness Bomb (Su): The chemist's bombs do more than sear flesh—they sear the mind. A creature that takes a direct hit from a madness bomb takes damage from the bomb plus 1d4 points of Wisdom damage. Reduce the amount of normal damage dealt by the bomb by 2d6 (so a bomb that would normally deal 6d6+4 points of damage deals 4d6+4 points of damage instead). The amount of Wisdom damage dealt by a madness bomb is reduced by 1 for each madness bomb that hit the target in the past 24 hours, to a minimum of 1 point of Wisdom damage. **Prerequisite**: Chemist 12

Malignant Poison (Ex): As a full-round action, the chemist can increase the save DC of any poison by 4 and increase its duration by 2 frequency increments (for example, large scorpion venom lasts 8 rounds instead of 6). Additionally, malignant poisons take effect immediately and do not have an onset time. This alchemical change lasts until the poison's extended duration ends or for a number of minutes equal to the chemist's level, whichever comes first. After that, the poison reverts back to its original state. **Prerequisite**: Chemist 10.

Mummification (Ex): The chemist has mastered preserving flesh and applied this knowledge to his own body, turning himself into an undead-like creature. After learning this discovery, the chemist must perform a 30-day regimen of a special diet, rigorous exercise, and drinking a mildly poisonous alchemical tea. At the end of this regimen, he falls unconscious for 24 hours, then awakens as a "living mummy." The chemist's type does not change, but he becomes immune to ice, nonlethal damage, disable, paralysis, and sleep. **Prerequisites**: Chemist 10, preserve organs discovery

Nauseating Flesh (Su): The chemist's body is suffused with poison. Any creature that bites, engulfs, or swallows the chemist must make a Fortitude saving throw or be nauseated for 1d4 rounds. The chemist with this discovery does not suffer the effect of the poison of his own nauseating flesh. **Prerequisite**: Chemist 12

*Neutralizing Bomb (Su)**: When the chemist creates a bomb, he can choose to give it the potential to end certain ongoing effects instead of dealing damage. Each creature in the splash radius can attempt a new saving throw against any poison afflicting it and any ongoing conditions that inflict ongoing earth, fire, ice, lightning, water, or wind damage. (If an effect did not allow a saving throw, this bomb doesn't allow affected creatures to attempt one.) Success counts as one successful save toward ending poison and immediately ends other conditions. Exposed poison in the splash radius is also rendered harmless. A creature with poison abilities that is directly struck by the bomb finds those abilities useless for 1d4 rounds unless it succeeds at a Fortitude saving throw.

Ooze Blight (Su)*: A target hit by the chemist's bomb loses the split special quality for 1d4 rounds. In addition, against creatures with the ooze type, this bomb deals non-elemental damage that bypasses all resistances.

Phantom Limb (Su): The chemist can manifest a ghostly, incorporeal arm that juts out from his torso. This phantom limb does not grant the chemist any extra attacks or actions per round, and it cannot hold or grab anything (including incorporeal objects). The chemist may use his phantom limb to make a touch attack against a foe as a standard action, scraping away at the very fibers of the victim's soul. This attack deals 1d4 points of damage per chemist level (Fortitude half). Creatures that are immune to incorporeal attacks are immune to this damage, but otherwise the damage bypasses all forms of damage reduction except DR/epic. The chemist may suppress or activate this ability as a free action, and can use his phantom limb for a number of rounds per day equal to 3 + his Intelligence modifier (these rounds need not be consecutive).

Pheromones (Su): The chemist exudes an imperceptible musk that grants him a permanent +3 competence bonus on Bluff, Diplomacy, and Intimidate checks.

Plague Bomb (Su)*: The chemist's bombs are infused with disease and plague. A creature that takes a direct hit from a plague bomb takes damage from the bomb and is inflicted with the Disease status for 1 round per chemist level. Reduce the amount of normal damage dealt by the bomb by 2d6 (so a bomb that would normally deal 6d6+4 points of damage deals 4d6+4 points of damage instead). **Prerequisite**: Chemist 8

Potent Bombs (Su): The chemist's bombs are more potent than most. The chemist's bombs deal an additional 1d6 damage. This discovery can be taken multiple of times, once at 6th, 12th, and 18th level. **Prerequisite**: Chemist 6/12/18

Preserve Organs (Ex): The chemist learns how to preserve and protect his vital organs, reducing the chance of a mortal wound. When a critical hit or sneak attack is scored on the chemist, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. This does not stack with similar abilities that negate critical hits and sneak attacks. A chemist can take this discovery up to three times; the effects stack, increasing this chance to 50% and then 75%.

Poison Bomb (Su): The chemist's bombs is infused with poison. A creature that takes a direct hit from a poison bomb takes damage from the bomb and is inflicted with the Poison status for 1 round per chemist level. Reduce the amount of normal damage dealt by the bomb by 1d6 (so a bomb that would normally deal 6d6+4 points of damage deals 5d6+4 points of damage instead). **Prerequisite:** Chemist 4

Poison Conversion (Ex): By spending 1 minute, the chemist can convert 1 dose of poison from its current type (contact, ingested, inhaled, or injury) to another type. For example, the chemist can convert a dose of Small centipede poison (an injury poison) to an inhaled poison. This process requires an alchemy lab. **Prerequisite:** Chemist 6

Precise Bomb (Ex): Whenever the chemist throws a bomb, he can select a number of squares equal to his Intelligence modifier that are not affected by the splash damage from his bombs. If the bomb misses, this discovery has no effect.

Promethean Disciple (Su): A chemist with this discovery learns how to craft constructs by way of alchemical research rather than arcane magic. The chemist gains Craft Construct as a bonus feat without needing to meet its requirements. The chemist substitutes his number of ranks in Craft (alchemy) for his total caster level and must use Craft (alchemy) to create the construct. The DC to create the construct still increases for any necessary spells that the chemist does not have access to. **Prerequisite:** Chemist 6

Psychoactive Bomb (Su)*: A creature struck by a psychoactive bomb takes a –1 penalty on saving throws against charm, emotion, fear, and pain effects, and the DC for Intimidate checks against the victim decreases by 2. This effect lasts for 1 hour per chemist level. These penalties do not stack, and a creature can only be affected by a single psychoactive bomb at a time. A psychoactive bomb deals 1d6 fewer hit points of damage than normal. **Prerequisite:** Chemist 6

Quick Infuse (Ex): The chemist is able to infuse an alchemical item as per the Alchemical Touch class feature as a free action. **Prerequisite:** A chemist must have the Alchemical Touch class feature to select this discovery.

Ranged Baptism (Su): When the chemist uses holy water as a splash weapon, any squares subject to its effects (including creatures affected by splash damage) or that contain creatures subject to its effects are also affected as if by using the *consecrate* spell, for a number of rounds equal to the chemist's Intelligence modifier. Undead struck by holy water remain affected by the consecrate effect even if they leave the affected area. **Prerequisite:** Chemist 4

Sandstone Solution (Su): As a full-round action, the chemist can convert any alchemical item into a solution that, when thrown or applied, solidifies sand or dirt to the hardness of stone for 1 hour, affecting an area with a radius of 10 feet × the level of the alchemical item. If this solution is thrown at or applied to stone, it instead causes a 5-foot cube of stone to become crumbly and soft for 1 minute, reducing its hardness by double the level of the alchemical item.

Shadow Bomb (Su)*: When the chemist creates a bomb, he can choose to have it deal evil, shadow damage. Good creatures that take a direct hit from a shadow bomb must succeed at a Fortitude save or be staggered on their next turn. Against a neutral creature, a shadow bomb deals half damage, and the target is not

affected by the bomb's staggering effect. A shadow bomb has no effect against evil-aligned creatures.

Prerequisite: Chemist 8

Shock Bomb (Su):* When the chemist creates a bomb, he can choose to have it inflict lightning damage. Creatures that take a direct hit from a shock bomb are dazzled for 1d4 rounds.

Siege Bomb (Su):* As a standard action, the chemist infuses a single piece of ammunition on a loaded siege weapon with the power of his bomb. As long as the siege weapon with this ammunition is fired before the start of the chemist's next turn, the ammunition does damage normally, and also deals the damage of the chemist's bomb. The splash radius of the bomb effect is 20 feet rather than 5 feet. Creatures that take the bomb's damage (either direct damage or splash damage), take 1d6 points of fire damage each round until the fire is extinguished. Extinguishing the flames is a full-round action that requires a Reflex save. Rolling on the ground provides the target with a +2 bonus on the save. Dousing the target with at least 2 gallons of water automatically extinguishes the flames. **Prerequisites:** Chemist 12, explosive bomb discovery

Solid Ground (Su): The chemist launches an explosive paste bomb that bonds with any earthen surface. Each application of this paste deals no damage and affects a 5-foot-cube of dirt, loose soil, or stone, transmuting the earth for a number of minutes equal to the chemist's level. Creatures cannot use burrow, earthglide, or similar abilities (such as the *meld into stone* spell) while the ground remains transmuted in this way.

Spontaneous Healing (Ex): The chemist gains the ability to heal from wounds rapidly. Each day he can use this ability a number of times equal to half his chemist level plus his Intelligence modifier. With one use of this ability, as a swift action, a chemist can heal 1d6 hit points of damage for every two chemist levels he possesses. If the chemist falls unconscious because of hit point damage and he still has healing available from this ability, the ability activates automatically each round until he is conscious again or the ability is depleted for the day.

Sticky Bomb (Su): The effects of the chemist's bombs are persistent and continue to damage creatures for 1 round after the initial damage. Creatures that take a direct hit from a sticky bomb take the splash damage 1 round later. Bombs that have effects that would normally occur 1 round later instead have those effects occur 2 rounds later. **Prerequisite:** Chemist 10

Strafe Bomb (Su): The chemist can throw bombs that splash in a 40-foot line rather than affecting a radius. The line starts at the chemist and extends away from him in the direction he chooses. The chemist designates one creature in the squares affected by the line to be the target of the bomb and makes his attack roll against that creature; all other squares in the line take splash damage. If the chemist has the explosive bomb discovery and throws an explosive strafe bomb, the line of splash damage is 80 feet long instead of 40 feet.

Sunlight Bomb (Su):* The chemist can throw bombs that explode with a searing radiance equivalent to that of sunlight and that act as blinding bombs. Undead, fungi, molds, oozes, slimes, and creatures to which sunlight is harmful or unnatural take +2 damage per die from the bomb. Undead that are harmed by sunlight and that fail their saves against the bomb are also staggered for 1 round. **Prerequisites:** Chemist 10, blinding bomb discovery

Tanglefoot Bomb (Su):* A creature that takes a direct hit from a tanglefoot bomb must save against the bomb's DC or be entangled and glued to the floor as if it had failed its save against a tanglefoot bag. Creatures in the splash area that fail their saves are entangled but not glued to the floor; those who make this save are not entangled at all.

Tentacle (Ex): The chemist grows a prehensile, arm-length tentacle on his body. The tentacle is fully under his control and cannot be concealed except with magic or bulky clothing. The tentacle does not give the chemist any extra attacks or actions per round, though he can use it to make a tentacle attack (1d4 damage for a

Medium alchemist, 1d3 damage for a Small one) with the grab ability. The tentacle can manipulate or hold items as well as the chemist's original arms can (for example, allowing the chemist to use one hand to wield a weapon, the tentacle to hold a potion, and the third hand to throw a bomb). Unlike an arm, the tentacle has no magic item slots.

Thorny Bomb (Su):* When the chemist creates a bomb, he can choose to have it deal piercing damage. Thorny bombs count as magic weapons for the purpose of overcoming damage reduction.

Underwater Demolition (Ex): The chemist gains the ability to throw bombs underwater (normally, thrown weapons cannot be used underwater), including throwing from the air into the water. If the bomb travels through water, the range increment is reduced to 5 feet.

Vestigial Arm (Ex): The chemist grows a new arm (left or right) on his torso. The arm is fully under his control and cannot be concealed except with magic or bulky clothing. The arm does not give the chemist any extra attacks or actions per round, though the arm can wield a weapon and make attacks as part of the chemist's attack routine (using two-weapon fighting). The arm can manipulate or hold items as well as the chemist's original arms (for example, allowing the chemist to use one hand to wield a weapon, another hand to hold a potion, and the third hand to throw a bomb). The arm has its own "hand" and "ring" magic item slots (though the chemist can still only wear two rings and two hand magic items at a time). **Special:** A chemist may take this discovery up to two times.

Void Bomb (Su):* By combining the spores from strange fungi with slivers from extradimensional voids, some chemists create bombs that cause bursts of gravity capable of crushing those inside. Void bombs deal 1d4 points of bludgeoning damage, plus 1d4 points of bludgeoning damage for every 2 chemist levels beyond 1st, instead of 1d6. A creature hit by the bomb must succeed at a Reflex save against the bomb's DC. If it fails, it is knocked prone and can't get up for 1 round. If it succeeds, all of its movement speeds are reduced to 5 feet for 1 round. Other creatures within 5 feet of the bomb's target take no damage, but must succeed at a Reflex save against the bomb's DC or have all their movement speeds reduced to 5 feet for 1 round.

Prerequisite: Chemist 6

Wings (Ex): The chemist gains bat-like, bird-like, or insect-like functional wings, allowing him to fly as the *fly* spell for a number of minutes per day equal to his chemist level. These minutes do not need to be consecutive, but they must be spent in 1-minute increments. **Special:** A chemist can select this discovery multiple times; each time he does so, he adds his chemist level to the number of minutes per day that he can fly with the wings. This flight is an extraordinary ability. **Prerequisite:** Chemist 6

Swift Alchemy (Ex): At 3rd level, a chemist can create alchemical items with astounding speed. It takes a chemist half the normal amount of time to create alchemical items

Alchemical Mixture (Ex): At 4th level, a chemist can make temporary alchemical items to use throughout the day. At the beginning of the day, the chemist prepares several items with reagents during their morning routine of the alchemical items they want to use in that day, taking 30 minutes total, to a maximum number of items equal to 3 + his Intelligence modifier. Additionally, the combined worth of these items cannot exceed 500 gil per chemist level. For example they can prepare 2 cure potions and 1 mettle VX and they can finish those for use later, but cannot decide later to make a 3rd cure potion.

When the chemist wishes to use these items, he can complete an item during the move action to retrieve them or a move action if they are already in hand which must then be used within a number of rounds equal to his chemist level or lose all potency.

At 4th level, these items can only be Tier 1.

At 11th level, the chemist can create an alchemical item from the Tier 2 list though consumes 2 uses of this ability.

At 18th level, the chemist can create an alchemical item from the Tier 3 list though consumes 3 uses of this ability.

Alchemical Manipulation (Ex): Starting at 5th level, a chemist learns new abilities to manipulate alchemical essence, allowing the creation of new alchemical items from existing ones.

- **Desynthesis:** At 5th level, a chemist can desynthesize an alchemical item, allowing him to extract (create) any number of equivalent tier or lower alchemical items from it so long as the total gil cost is equal to or lower than the alchemical item being desynthesized. This process takes 1 hour without interruption, and requires a Craft (alchemy) skill check for the tier they are desynthesizing from (DC 20 for Tier 1, +5 for each additional tier) or no alchemical items are extracted. The desynthesized item is destroyed in the process, even if the chemist fails his Craft (alchemy) skill check.
- **Synthesis:** At 9th level, a chemist can synthesize a new alchemical item from already existing ones, so long as the total gil cost of these items is equal to or higher than the alchemical item being synthesized. This process takes 1 hour without interruption, and requires a Craft (alchemy) skill check for the tier they are synthesizing to (DC 20 for Tier 1, +5 for each additional tier) or the items are ruined. Tier 4 and 5 alchemical items are not eligible for Synthesis. The alchemical items used for Synthesis are destroyed in the process, even if the chemist fails his Craft (alchemy) skill check.

Anesthetic: At 5th level, a chemist learns how to supplement uses of the Heal skill with pain-killing drugs. He gains Skill Focus (Heal) as a bonus feat. Any use of the Heal skill that has a risk of harming the patient (such as extracting a barb) only deals the minimum damage when performed by a chemist. If the chemist already has this feat, he may pick another Non-Combat feat for which he must meet the prerequisites for.

Alchemical Savant (Ex): At 6th level, the chemist has become accustomed to crafting alchemical items. The amount of alchemical items he is allowed to craft per day increases to 2, as opposed to the limit of 1 magic item per day limit, as long as he would have the time to do so. (A 6th level chemist could make two tier 1 items in 1 day as that only takes 2 hours. A 15th level chemist can only make two tier 4 items unless he can speed up the creation process.) This increases to 3/day at 9th level, 4/day at 12th level, and 5/day at 15th level.

Improved Quaff Potion (Ex): At 7th level, the chemist can ingest alchemical items quickly. He can ingest an alchemical item as a move action instead of a standard action. In addition, when the chemist ingests an alchemical item, he gains a +2 circumstance bonus to all saving throws for a number of rounds equal to his Intelligence modifier.

Item Lore (Ex): Starting at 8th level, the chemist's knowledge of alchemy allows him to increase the potency of alchemical items of tier 1 quality. Any alchemical items created by the chemist that replicate a spell effect treat the effect as though it was a spell cast by the chemist himself, using his chemist level in place of a caster level and his Intelligence modifier as the casting modifier; for example, a 10th level chemist with an Intelligence score of 18 making an Earth Drum (which replicates the stone II spell) would make the item deal $3d6 + 4$ (Int mod) + 10 (caster level) earth damage. At 12th level and every four chemist levels thereafter, the chemist applies this to the next tier of alchemical items.

Auto-Potion (Ex): At 11th level, the chemist can take an immediate action when hit by a melee attack or ranged attack to drink a potion. He must have a free hand to use this ability but does not provoke an attack of opportunity. He can only use this ability once a round.

Quaff Potion Mastery (Ex): At 13th level, the chemist's ability to ingest alchemical items becomes legendary. He can ingest an alchemical item as a swift action instead of a move action. The chemist also doesn't provoke

an attack of opportunity from ingesting an alchemical item. In addition, when ingesting an alchemical item, the bonus to saving throws increases to +4.

Safeguard (Ex): At 14th level, the chemist is able to protect his gear and his belongings from the harms of battle with great speed and precision. He is immune to steal combat maneuvers and gains a +4 bonus to his CMD versus sunder and disarm combat maneuvers. A helpless chemist does not gain the benefits of this ability.

Defensive Bombing (Ex): At 15th level, the chemist becomes adept at throwing bombs that he no longer provokes attacks of opportunity when throwing bombs.

Alchemical Diffusion (Ex): At 17th level, the chemist has items designed to explode their contents in an area rather than be drank. As a standard action, the chemist can designate an alchemical item in his inventory that normally affects only one target to instead have a radius of 20 feet. To avoid this, targets in the area must make a Reflex save (DC determined by the item) to take half damage and/or negate any status effects as normal. He can designate items ahead of time to receive this effect using the same action, but he can only hold a number of alchemically diffused items equal to his Intelligence modifier and once designated to receive the benefit of Alchemical Diffusion, it cannot be reversed. If he gives the alchemically diffused item to anyone else, it does not receive the benefits of alchemical diffusion when used. The chemist can alchemically diffuse a number of times per day equal to his Intelligence modifier

Instant Alchemy (Ex): At 19th level, a chemist can create alchemical items with almost supernatural speed. He can create any alchemical item as a full-round action if he succeeds at the Craft (alchemy) check and has the appropriate resources at hand to fund the creation.

Grand Discovery (Su): At 20th level, the chemist makes a grand discovery. He immediately learns two normal discoveries, but also learns a third discovery chosen from the linked list below, representing a truly astounding alchemical breakthrough of significant import. For many chemists, the promise of one of these grand discoveries is the primary goal of their experiments and hard work.

- *Awakened Intellect:* The chemist's constant exposure to strange chemicals has expanded his mind. His Intelligence score permanently increases by 2 points.
- *Eternal Youth:* The chemist has discovered a cure for aging, and from this point forward he takes no penalty to his physical ability scores from advanced age. If the chemist is already taking such penalties, they are removed at this time.
- *Fast Healing:* The chemist's flesh responds to damage with shocking speed—he gains fast healing 5.
- *Poison Touch:* The chemist gains a poisonous touch, as if under the effects of a poison spell. He can suppress or activate this ability as a free action. The physical appearance of how the chemist generates and delivers his poisonous touch varies from chemist to chemist.