

Fire Bomber

Fire bombers are exceptionally good at using bombs to burn creatures and blow things up, but are not quite as good at creating other types of bombs.

The fire bomber is an archetype of the chemist class, available only to goblin chemists.

Weapon and Armor Proficiency: A fire bomber treats a torch as a simple weapon.

Fire Bombardier (Su or Ex): At 1st level, when a fire bomber throws a bomb that deals fire damage, all creatures in the splash radius take an additional point of damage per die of fire damage dealt. A fire bomber only adds his Intelligence bonus to damage from bombs or alchemical substances that deal fire damage. This otherwise works like the chemist's bomb and throw anything abilities.

This ability alters bomb and throw anything.

Bonus Feats: A fire bomber can select the Burn! Burn! Burn!, Fire Tamer, or Flame Heart feat in place of a discovery.

Fiery Cocktail (Su): At 4th level, whenever a fire bomber uses a discovery that deals damage other than fire damage, he can split the damage dice evenly between the bomb's primary damage type and 1d6 points of fire damage. Additional effects from the bomb still apply, but the save DC for admixture bombs is reduced by 2.

This ability replaces a discovery gained at 4th level.

Goblin Discoveries: The following discoveries are available to goblin chemists.

Fire Brand (Su): A chemist with this discovery can apply the bomb reagents to his weapon as a swift action. A weapon treated this way deals fire damage as if it had the flaming weapon special ability. At 10th level, the weapon is treated as if it had the flaming burst weapon special ability. The bomb reagents continue burning for 1 minute or until extinguished by dousing the weapon in water. A chemist can use this ability with natural weapons, but he takes 1d6 points of fire damage per round for each natural weapon treated.

Rocket Bomb (Su): Chemists with this discovery can prepare special rockets to deliver their bombs. Rocket bombs travel farther and explode bigger than normal bombs, but cannot target individual creatures. Rocket bombs explode in a 20-foot radius, and all creatures in that area take the chemist's normal splash damage. The range increment on a rocket bomb is 50 feet. Rocket bombs cannot be used with the precise bomb or bombard discoveries. **Prerequisite:** A chemist must be at least 6th level before selecting this discovery.

Scrap Bomb (Su): When the chemist creates a bomb, he can choose to have it explode into shards of shrapnel that deal piercing damage. A creature that takes a direct hit from a scrap bomb takes 1 point of bleed damage per die of bomb damage unless it succeeds at a Reflex save.