

## Grenadier

*Grenadiers train to exercise their talents in the thick of battle. They learn methods of combining weapon attacks with their alchemical magic in order to become more adept at using alchemical bombs or using alchemical items in conjunction with their martial skills.*

The grenadier is an archetype of the chemist class.

**Martial Weapon Proficiency:** At 1st level, a grenadier picks one martial weapon to become proficient in the use of.

This ability replaces craft alchemical item.

**Precise Bombs (Ex):** At 3rd level, a grenadier gains the precise bombs chemist discovery as a bonus discovery.

This ability replaces swift alchemy.

**Alchemical Weapon (Su):** At 4th level, a grenadier can infuse a weapon or piece of ammunition with a single harmful alchemical liquid or powder, such as alchemist's fire or sneezing powder, as a move action. This action consumes the alchemical item, but transfers its effect to the weapon in question.

The alchemical item takes full effect on the next creature struck by the weapon, but does not splash, spread, or otherwise affect additional targets. Any extra damage added is treated like bonus dice of damage, and is not doubled on a critical hit. The alchemical treatment causes no harm to the weapon treated, and wears off 1 minute after application if no blow is struck. At 11th level, a grenadier can use her alchemical weapon ability as a swift action. At 18th level, this ability becomes a free action.

This ability replaces alchemical mixture.

**Directed Blast (Su):** At 5th level, a grenadier can detonate a bomb so that it splashes in a 20-foot cone rather than affecting a radius. The cone starts at the alchemist and extends away from her in the direction she chooses. The alchemist designates one creature in the squares affected by the cone to be the target of the bomb and makes her attack roll against that creature; all other squares in the cone take splash damage. If the alchemist has the explosive bomb discovery and throws an explosive directed blast, the cone of splash damage is 30 feet long instead of 20 feet.

This ability replaces anesthetic.

**Staggering Blast (Su):** At 5th level, a grenadier's bombs become particularly overwhelming when they explode. Whenever a grenadier scores a successful critical hit with a bomb, the creature directly struck by that bomb is staggered for 1d4+1 rounds. A successful Fortitude save (DC equals the bomb's Reflex save DC to avoid splash damage) reduces the duration to 1 round. The effects of this ability stack with a frost bomb's staggering effect, but not with the effects of the Staggering Critical feat. Additional hits from a staggering blast add to the effect's overall duration.

This ability replaces alchemical manipulation.