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ABANDONED ARTS[®] PRESENTS:

CLASS ACTS: ALCHEMIST ARCHETYPES

FOUR NEW ARCHETYPES FOR USE WITH THE PATHFINDER[®] ROLEPLAYING GAME

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ARCHETYPES

As described in the *Pathfinder® Roleplaying Game: Advanced Player's Guide™*, archetypes are variant sets of class abilities which modify their corresponding base classes via the use of alternate class features. When a character selects a class, he must normally choose to use the standard class features found in the class's original source – the exception is if he chooses to adopt an archetype. Each alternate class feature presented in an archetype replaces a specific class feature from its parent class.

When an archetype includes multiple alternate class features, a character must take them all – often blocking the character from ever gaining certain standard class features, but replacing them with other options. All other class features of the base class that aren't mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level, unless noted otherwise. A character who takes an alternate class feature does not count as having the class feature that was replaced for the purposes of meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the base class as another alternate class feature.

THE ALCHEMICAL APOTHECARY (ALCHEMIST ARCHETYPE)

Though perhaps no less eccentric than other alchemists, the alchemical apothecary is nonetheless somewhat more inclined to apply his alchemical knowledge to helping others rather than to harming them.

An alchemical apothecary has the following class features.

Apothecary's Bomb (Su): An alchemical apothecary's bombs deal damage one die step lower than normal (unmodified bombs deal d4s, concussive bombs deal d3s, etc.). At 2nd level, the alchemist must choose the smoke bomb discovery. Living creatures gain fast healing 1 for as long as they remain inside the area of the *fog cloud* effect produced by the alchemist's smoke bomb.

This ability alters the bomb class feature and the discovery gained at 2nd level.

Bitter Medicine (Sp): An alchemical apothecary can cast *neutralize poison* as a spell-like ability with a caster level equal to his class level once per day. If the effect succeeds in curing a poison, the target is staggered for 1 round and sickened for 24 hours.

This ability replaces throw anything and poison immunity.

THE BLACK POWDER BOMBER (ALCHEMIST ARCHETYPE)

As volatile and unpredictable as the explosive black powder from which his name is derived, the black powder bomber dabbles in the supernatural aspects of alchemy, but devotes most of his time toward the development of more conventional weapons.

A black powder bomber has the following class features.

Black Powder Explosives (Ex): A black powder bomber gains an extraordinary ability nearly identical to the bomb class feature. A black powder bomber's bombs are not supernatural, and cannot be modified by most discoveries (although discoveries such as the delayed bomb discovery that offer the alchemist new ways to deliver or deploy his bombs do function normally; see the *Pathfinder® Roleplaying Game: Advanced Player's Guide™* for a description of that discovery). The following discoveries may modify a black powder explosive: blinding bomb, explosive bomb, smoke bomb, and stink bomb. Effects produced by a black powder explosive are always extraordinary (Ex), and explosives deployed with the delayed bomb discovery cannot be dispelled. This ability otherwise works like the bomb class feature. Although a black powder explosive is not supernatural, the explosives still retain some alchemical properties and do become inert and ruined if they are not used in the round that they were created.

This ability replaces the bomb class feature.

Black Powder Breakthrough (Ex): A black powder bomber may gain Amateur Gunslinger, Exotic Weapon Proficiency (firearms), Weapon Focus (any firearm), or any grit feat in place of a discovery. The alchemist must qualify for a feat in order to select it.

This ability replaces poison resistance, poison use, swift alchemy, swift poisoning, poison immunity, and instant alchemy.

THE BREWMEISTER (ALCHEMIST ARCHETYPE)

The brewmeister is a merry, if oafish, sort of alchemist who dedicates the bulk of his fantastical research to the development of intoxicating alchemical alcohols and wondrous magical brews.

A brewmeister has the following class features.

Alchemical Belch (Su): A brewmeister can consume and expel an alchemical breath weapon by drawing and imbibing his bomb components and expelling the admixture from his mouth. This ability functions like the bomb class feature as augmented by the breath weapon bomb discovery (see the *Pathfinder® Roleplaying Game: Ultimate Combat™* sourcebook for a description of the breath weapon bomb discovery). Furthermore, the brewmeister may choose to expend any number of temporary hit points gained by imbibing an intoxicating extract (see below) when attacking with an alchemical belch breath weapon in order to add an equal amount to the damage dealt by the belch. Discoveries that modify bombs may not modify the alchemical belch.

This ability replaces the bomb class feature, and is usable an equal number of times per day.

Intoxicating Extracts (Su): A creature that imbibes one of the brewmeister's extracts gains a number of temporary hit points equal to the extract level of the extract imbibed. A character can drink a number of intoxicating extracts equal to twice his Constitution modifier before becoming staggered for 1 hour. This restriction is reset after 1 hour without imbibing an extract.

This ability replaces throw anything.

Brewmeister's Draught (Su): At 2nd level, whenever a brewmeister creates a mutagen that improves his Constitution score, that mutagen's bonus to Constitution increases by +2. Furthermore, when the brewmeister imbibes the mutagen, he may choose to expend any temporary hit points that he has gained from an intoxicating extract in order to recover an equal amount of damage.

This ability replaces poison use, swift alchemy, swift poisoning, and instant alchemy.

Under the Influence (Ex): At 2nd level, as long as the brewmeister has at least 1 temporary hit point gained from an intoxicating extract, he may choose to fall prone after missing an opponent with a melee attack. If he does, he may make a new melee attack at the same bonus, minus any penalties incurred by the prone condition. Alternately, the brewmeister may resolve the missed melee attack against an unattended object within reach as a free action, using the same weapon and the same modifier.

This ability replaces poison resistance and poison immunity.

THE HERBALIST (ALCHEMIST ARCHETYPE)

More medicine man than chymist, the herbalist uses alchemically-treated herbs, acids, and other natural reagents to create corrosive bombs, mind-altering cognatogens, and potent herbal extracts.

An herbalist has the following class features.

Class Skills: Herbalists remove Appraise and Use Magic Device from their list of class skills.

Acid Bomb (Su): An herbalist's bombs deal acid damage, rather than fire damage. Discoveries that would alter the damage type dealt by a bomb that the herbalist creates may never be applied to the herbalist's bombs, although discoveries that alter other aspects or effects of the bomb may still be applied (including the incendiary bomb discovery).

This ability alters the bomb class feature.

Cognatogen (Su): An herbalist learns how to create a cognatogen, as per the cognatogen discovery.

This ability replaces the mutagen class feature. An herbalist cannot create mutagens unless he selects the mutagen discovery.

Herbalism (Su): This ability works like the alchemy class feature, except that the herbalist gains a competence bonus equal to his class level on Profession (herbalist) skill checks instead of Craft (alchemy) skill checks, and may use the Profession (herbalist) skill in place of the Craft (alchemy) skill to create poisons and identify potions as though using *detect magic*.

This ability replaces alchemy, but counts as the alchemy class feature for the purposes of qualifying for feats and effects that require or interact with the alchemy class feature in any way.

Medicinal Purposes (Ex): An herbalist can prepare and intake a cognatogen or mutagen as a full-round action by using a specially-prepared thurible held in one hand and inhaling the fumes that it produces. Inhaling the mixture renders an herbalist staggered for 1 minute, but grants him a +2 alchemical bonus to his Wisdom score and on saving throws while under the mixture's effects.

This ability replaces the discovery gained at 2nd level.

Disease Resistance (Ex): At 3rd level, an herbalist gains a bonus on all saving throws against disease equal to his class bonus against poison. When he gains the poison immunity class feature, he becomes immune to disease as well.

This ability replaces throw anything.

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