

KHEMIKAL KOATING

You may modify your *formulae* into an oil, called a coating that can be applied to weapons by increasing Craft (alchemy) DC to create them by 5. The coating's effects are added to any attacks you make in which you successfully hit the target. *Formulae* applied as a coating only affect the target of the attack and lose any splash damage or area of effect they might normally possess. If the *formulae* does damage on a hit, the damage is reduced to 1d6 + 1/2 your ranks in Craft (alchemy) per successful attack. If a *formulae* normally deals multiple types of damage (such as fire and bludgeoning), it instead deals one type of damage (chosen at the time of the application).

You may apply a coating to one weapon (including ranged weapons, which apply the effects to ammunition they fire), one end of a double weapon, or ten thrown weapons as a move action, or as a swift action if you expend your martial focus. Only one coating can be applied to any piece of equipment at a time. Any time that you could apply a poison to a weapon, you may instead apply a coating in its place.

Once applied, coatings remain active for a number of rounds equal to your Practitioner modifier + 1 per 4 ranks in Craft (alchemy). Additional damage from a coating is never multiplied on a critical hit, but otherwise stacks with effects such as *flaming*, *shock*, or *corrosive*. Cherry bombs are alchemical bombs that make up for their lack of power with volume and easy maintenance. Crafting a cluster of cherry bombs counts as crafting a single alchemical *formulae* when determining the total number of *formulae* you can craft at a time and the total number you may have crafted at once. A cluster of cherry bombs has a number of bombs in it equal to your practitioner modifier (minimum 3). Cherry bombs are a splash weapon you can use as a ranged touch attack with a range increment of 10 feet, dealing 1d4 bludgeoning damage + 1d4 per 3 Craft (alchemy) ranks you possess to the target of a direct hit, and 1 point of bludgeoning splash damage per die of damage this weapon deals on a direct hit to targets 5 feet away from the point of contact (to a maximum of half the damage dealt to the primary target).

An individual cherry bomb cannot be split apart from its cluster for more than I round without becoming inert. An individual cherry bomb may be modified (such as by being placed into a vial arrow) without being split from its cluster. An entire cluster of cherry bombs is required to make a coating if used with the Chemical Coating talent.

If you can create *formulae* that inflict different types of damage (such as an alchemist's fire dealing fire damage) when you create the cherry bombs you may have it deal that kind of damage instead. The damage can only be of one damage type at a time, but each separate bomb can deal a different type of damage.

You can increase the Craft DC for this weapon in increments of 10; each time you do so, the Reflex save DC to avoid the splash damage increases by +1.

DEMOLISHING CHEMISTRY

Alchemical *formulae* that would only deal half damage to objects due to dealing energy damage or being ranged attacks instead deal full damage, and deal an additional 2 damage per rank in Craft (alchemy) to unattended objects.

If the *formulae* destroys a wall or piece of terrain, it can affect creatures or objects on the other side, although damage dealt to the barrier is subtracted from any damage done to the creatures or objects.

FIREWORKS

Your *formulae* use a small amount of their payload as a propellant. Increase the range increment of your thrown *formulae* by 5 feet plus an additional 5 feet at 3 ranks in Craft (alchemy) and every 2 ranks thereafter.

FUSE MASTER

When you light any kind of alchemical grenades with a randomized timer (such as a fuse grenade, pellet grenade, or the improved fuse grenade *formulae*), you may select how many rounds later the grenade explodes (within the normal maximum the grenade can explode), even having it explode at the end of the turn that you lit the grenade. This works even with grenades not made by the Alchemy sphere. In addition, improved fuse grenade *formulae* you create deal an additional 1d6 fire and bludgeoning damage for every 10 ranks in Craft (alchemy) you possess (this is in addition to the regular damage increases every 3 ranks).

If two improved fuse grenades explode during the same round, creatures in the overlapped area suffer diminished results from every fuse grenade after the first one, dealing only 1d6 bludgeoning damage, +1d6 per 5 ranks in Craft (alchemy) for each overlapping grenade.

Associated Feat: Grenade Expert.

IMPROVED LIQUID IKE (FORMULAE)

Craft DC: 25

You create a flask of liquid that when opened begins to hiss and evaporate. You can open this flask and pour out the contents in order to freeze a liquid (one 5-foot cube per 2 ranks of Craft (alchemy)) or coat an area of liquid, 20 feet in diameter, in a layer of ice strong enough to support Medium-sized creatures.

Alternatively, you can throw the flask as a splash weapon with a range increment of 10 feet, dealing 1d6 cold damage + 1d6 per 3 ranks of Craft (alchemy) you possess to the target of a direct hit and half that damage to targets 5 feet from the point of contact, (to a maximum of half the damage dealt to the primary target) and 1 point of cold splash damage per die of damage this weapon deals to targets 10 feet away. Targets directly hit by this alchemical weapon must make a Fortitude save or be staggered and have their movement speed reduced by half for one round.

You can increase the Craft DC for this weapon in increments of 10; each time you do so, the range for each damage increment increase by 5 feet (for example, if you increase the Craft DC to 35, you deal full damage to all targets within 5 feet of the point of contact, half damage to all targets 10 feet away from the point of contact, and 1 point of damage to all creatures within 15 feet.) and the number of frozen cubes of liquid doubles. This also doubles the diameter of a layer of ice, and the maximum size of the creatures it can support increases by 1 size category.

IMPROVED SMOKE BOMB (FORMULAE) Craft DC: 15

You can create a powerful smoke bomb composed of very dense particulates. The *formulae* can be thrown as a ranged touch attack with a range increment of 10 feet that explodes into a 20-foot radius area of smoke on impact. The smoke obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph) disperses the smoke in 4 rounds; a strong wind (21+ mph) disperses the smoke in 1 round. Otherwise the smoke dissipates after 1 minute.

When you throw the smoke bomb, you may expend your martial focus to apply an existing inhalation or touch poison as part of the attack. If the poison is an inhalation poison, the effect is applied to any creature within the smoke that inhales the smoke. If the poison is a touch poison, creatures must only make saves against the poison the first time they come in contact with the smoke cloud.

You can increase the Craft DC for this item in increments of 10; each time you do so, the area of effect improves by 10 feet, and the time it takes for the smoke to dissipate or disperse doubles.

INSTANT FOAM (FORMULAE)

Craft DC: 15

You create a single-use jar filled with a durable chemical foam that expands to fill an area when shattered. This item can be thrown as a ranged touch attack with a range increment of 10 feet into an unoccupied square capable of supporting an object as a standard action.

The foam fills an area with a radius of 10 feet + 5 feet per 5 ranks in Craft (alchemy) with semi-solid foam. A 5-foot block of foam possesses a break DC equal to your Alchemy sphere DC and has a number of hit points equal to your ranks in Craft (alchemy). A creature may attempt to move through the foam during their turn, requiring a successful break attempt for every 5 feet they pass through. On a failed break attempt they can no longer move through the foam and their movement ends.

Creatures in the radius are allowed a Reflex save to be pushed to a square at the edge of the radius to avoid entrapment. Creatures that fail their Reflex save may attack the foam or try other means of escape as described above.

The foam also serves a cushioning function preventing 15 feet of fall damage for every 5 feet of foam exists between the ground and the point where the falling individual touches the foam.

This foam is porous to oxygen, and cannot be used to suffocate a creature, and too light to deal damage as a falling object. The foam dissipates on its own after 1 minute.

You can increase the Craft DC of this item in increments of 10; each time you do so, each 5-foot square of foam gains 5 additional hit points, and lasts for an additional minute.

SHAPED (HEMISTRY

Your splash and burst weapon *formulae* can be shaped into cones or lines by increasing the Craft (alchemy) DC to create them by 10. Splash weapon *formulae* modified this way are not considered splash weapons.

If used as a cone, the length is 3 times the area of effect radius (splash weapons are treated as possessing a 5-foot burst radius, +5 feet for every time their difficulty has been increased to increase the area of effect). If used as a line, the length is 6 times the burst radius. Creatures in the area of effect take full damage (Reflex half).

You may choose which direction this cone or line extends when holding, throwing or placing the *formulae* (if used as part of the Trap sphere). The cone or line starts at the edge of your own square, or the square where it was thrown or placed at.

If a *formulae* that was modified by this talent is imbibed as part of the Alchemical Dragon Barroon sphere legendary talent, use the *formulae*'s base area and shape but increase it by an additional 5 feet for every 5 points of base attack bonus the imbiber possesses.

ALCHEMY SPHERE DRAWBACKS

<HEMIKAL DRAGON (REQUIRES FORMULAE PAKKAGE)</pre>

You gain the Shaped Chemistry talent as the bonus talent with this drawback. All your *formulae* must be created either as a line or a cone using the Shaped Chemistry talent. Once selected, this choice cannot be changed.

WEAPONIZED FORMULAE (REQUIRES FORMULAE PACKAGE)

You gain the Chemical Coating talent as the bonus talent with this drawback. You can only use *formulae* as part of the Chemical Coating talent. You may only select *formulae* talents that can be used with the Chemical Coating talent.

KEDITS

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