

Player Paraphernalia

KNOTTY
WORKS

ENIGMATIC
ARCANARY
ARCANE TRICKSTER
ARCHETYPES

#101

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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PLAYER PARAPHERNALIA #101

BY THE KNOTTY-WORKS



Welcome to issue one hundred and one of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder Roleplaying Game (©Paizo, Inc.). This issue introduces several new archetypes (and sorcerer bloodline) built upon the concepts and features of the arcane trickster archetype presented in Paizo's Pathfinder Roleplaying Game Core Rule Book™. New alchemist discoveries are also included to help boost the archetypes provided, though not limited to those presented in this supplement.

Enigmatic Adept (Wizard Archetype)

Flashy displays of raw magical power are disdainful, the true practitioner of the arts works in subtleties and mastering the nuances of the eldritch secrets they have been taught. The enigmatic adept prefers to work behind the scenes, altering the resolution of the situation with little to no fanfare, but understanding where the true power comes lies.

Class Skills

The enigmatic adept adds Sleight of Hand to his list of class skills.

Enigmatic Casting Discipline

The enigmatic adept does not choose school of arcane knowledge like other wizards, instead he gains the following abilities. He does not gain any bonus spells, but he does not suffer from choosing

schools of opposition and has no limitations when it comes to choosing spells.

Veiled Casting (Sp)

The enigmatic adept gains the Silent Spell metamagic feat at 1st level as a bonus feat. He may spontaneously apply this feat up to three times per day without impacting the casting length or effective spell level of the spell being cast. He gains one additional use every two levels thereafter.

At 8th level, the enigmatic adept gains the Still Spell metamagic feat as a bonus feat. He may use one of his daily uses granted for the Silent Spell metamagic feat to grant the Still Spell effect instead, or he may sacrifice two uses to gain the effects of both metamagic feats to the spell without increasing the casting time or effective level of the spell.

At 16th level, the enigmatic adept gains the ability to become invisible as a spell-like ability for a total number of rounds per day equal to ½ his class level as a free action. The effect is identical to the Greater Invisibility spell, using his class level as his effective caster level. The rounds do not need to be used consecutively.

This ability replaces the arcane school powers normally gained by the wizard when an arcane school is chosen.

Unexpected Caster (Sp)

Beginning at 1st level, when an enigmatic adept casts a spell using the Silent Spell feat that affects one individual and requires

a **touch attack** (melee or ranged up to 30 ft. away), he may use this ability to deny the target its Dexterity modifier to its **AC**. If the spell causes damage, the enigmatic adept adds 1d6 points of additional precision damage. The additional damage is not multiplied by critical strikes, and if the target is immune to sneak attacks or critical strikes, the spell causes no additional damage. If the spell uses multiple strikes (such as scorching ray), the additional damage is only applied to the first strike.

The enigmatic adept may do this once per day, gaining an additional use at 5th level and every five levels thereafter as well as gaining an additional +1d6 points of precision damage.

If the target has Uncanny **Dodge** feature, it is allowed to make a **Sense Motive** skill check or Wisdom check with a DC equal to 10 + the enigmatic adept's base attack bonus + his Charisma modifier or 10 + the enigmatic adept's **Bluff** bonus. If the enigmatic adept applies both the **Silent Spell** and **Still Spell** effects, the DC to resist this ability increases by +5.

This ability replaces the **Scribe Scroll** feat gained at 1st level and the bonus feat gained at 5th level and every five levels thereafter.

Fetch (Rogue Archetype)

Magic has its uses, especially when it comes to helping yourself to other people's property. The fetch dabbles in the arcane arts, using what simple spells he can find to assist in the acquisition of items. She has no real desire to unlock the secrets of magecraft, but understands that even the simplest of spells can make her efforts of subterfuge much easier.

Class Skills

The fetch gains **Spellcraft** and replaces **Knowledge** (dungeoneering) with **Knowledge** (arcana).

Pilfering Hand (Sp)

At 2nd level, the fetch gains **Mage Hand** as a **spell-like ability** that she may cast at will, though her effective caster level is equal to ½ her class level. She may use the **Mage Hand** in conjunction with task involving the **Disable Device** and **Sleight of Hand** skills, though any DCs are increased by 5 when using **Mage Hand** in this fashion. The fetch may not take 10 for either skill when executing such a task with her **Mage Hand**.

This ability replaces the rogue talent gained at 2nd level. She does continue to gain rogue talents at higher levels.

Fetch Talents

The fetch may choose the following talents in place of a rogue talent. Other rogue talents and advanced talents that work well with the fetch's role include **Dispelling Attack**, **Familiar**, **Major Magic**, **Minor Magic**, and **Slippery Mind**. The fetch may choose **Major Magic** and **Minor Magic** more than once, selecting a different spell each time.

Arcane Sneak Attack (Su)

The fetch may declare an arcane sneak attack a number of times per day equal to her class level. The attack is treated as magic for the purpose of **damage reduction** while making a sneak attack. If the weapon is magical, the **enhancement bonus** is doubled when determining damage as part of the sneak attack.

If the fetch is 10th level or higher, she may use up two of her daily uses of her arcane sneak attack to treat one sneak attack as cold iron for purposes of overcoming **damage reduction**. At 16th level or higher, she may use four of her daily uses of her arcane sneak attack to treat one sneak attack as adamantite for purposes of overcoming **damage reduction** and hardness.

Move Unseen (Su)

The fetch may become invisible as a **free action** for a total number of rounds per day equal to ½ her class level. The effects of the invisibility are the same as the

Greater *Invisibility* spell, using her class level as her effective caster level. Rounds spent invisible do not need to be consecutive.

The fetch must be at least 12th level before she may choose this talent.

Quick Bluff (Ex)

The fetch may make declare one melee or ranged attack (within 30 ft) as a quick bluff once per day. The target of the quick bluff loses any Dexterity modifier to their AC against the fetch's declared attack. If the target has Uncanny Dodge feature, it is allowed to make a Sense Motive skill check or Wisdom check with a DC equal to 10 + the fetch's base attack bonus + her Charisma modifier or 10 + the fetch's Bluff bonus. Creatures not subject to critical strikes are not affected by fetch's sneak attack damage granted by this talent, though they do still lose their Dexterity modifier against the attack.

The fetch must be at least 8th level before she may take this talent. She may take this talent more than once, gaining one additional time per day for each additional time she takes this talent.

Frenetic Bomber (Alchemist Archetype)

Is there any better way of distracting others than by blowing things up? The frenetic bomber's focus may be bombs, but the intent is really much more complex (at times). If the enemy can be distracted or misdirected while the real goal is sought and reached, then the frenetic bomber has done his job well.

Frenetic Bombs (Su)

At 1st level, the frenetic bomber may create bigger booms, and produce a number of frenetic bombs per day equal to his Intelligence modifier that have a splash range of 10 ft. rather than the

standard 5 ft. radius. The frenetic bomber may produce one additional frenetic bomb at 3rd level and every three levels thereafter. At 14th level, the splash radius of these potent bombs increase to a 20 ft.

This feature replaces the alchemist's Mutation class feature gained at 1st level and his Persistent Mutation class feature at 14th level. The frenetic bomber may not choose any discoveries that alter or improve the mutagen class ability unless he takes the mutagen discovery.

Alchemist Discoveries

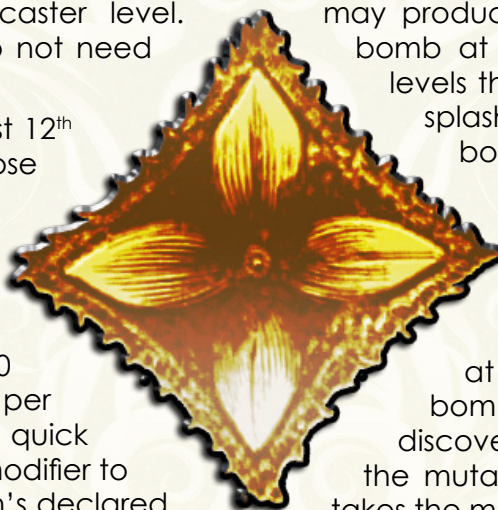
The frenetic bomber has access to the following discoveries. Other alchemist discoveries that complement the frenetic bomber include: Alchemical Simulacrum, Blinding Bomb, Concealed Imbibing (see below), Confusion Bomb, Explosive Bomb, Fast Bombs, Greater Alchemical Simulacrum, Madness Bomb, Poison Bomb, Precise Bombs, Redirected Bomb (see below), and Tanglefoot Bomb.

Bomb Obfuscation (Ex)

The frenetic bomber may attempt to create a bomb while concealing that fact to those around them. The frenetic bomber makes a Sleight of Hand check while creating his bomb. Anyone within threat range must make a perception check in order to take an attack of opportunity against the frenetic bomber (opposed by the frenetic bomber's Sleight of Hand check).

Surprising Bomb (Ex)

The frenetic bomber may cause an additional 1d6 points of damage from his bomb when his primary target is flat-footed or denied its Dexterity bonus for its AC. This additional damage is precision based, which means it isn't multiplied for critical strikes and creatures immune to sneak attacks or other precision damage will not suffer the additional damage



cause by this discovery. This damage is not added to the secondary splash damage caused to targets within 5 ft. of the original target.

The frenetic bomber may take this discovery multiple times, increasing the damage by 1d6 each additional time it is taken. He may not take it more times than ¼ his class level and must be at least 4th level before he may choose this discovery.

Invisible Bomb (Ex)

The frenetic bomber must possess the Bomb Obfuscation discovery before he may choose this discovery and be at least 12th level. The frenetic bomber may attempt to catch the target of his bombing off guard by making a **Sleight of Hand** check when throwing his bomb. The target of the bomb is allowed to make an opposed **Perception** check versus the frenetic bomber's **Sleight of Hand** check, and if the target fails the check it is denied its Dexterity modifier to its AC.

Maverick (Arcanist Archetype)

Wielding magic is not the goal, but using it to overcome any obstacle that gets in your way. While the maverick has magic pulsing through his veins, his aspiration is not to master it but to let it flow through him and let them mold the person he is to become. The maverick also understands that many find this infusion of arcane energies marks him as different, and he has honed his skills of hiding it from childhood, concealing the power that courses through him to everyone around him.

Class Skills

The maverick gains **Sleight of Hand** as a class skill.

Spell Grifting (Su)

The maverick may spend 1 point from his arcane reservoir as a **free action** to grant the effects of the **Silent Spell** metamagic feat while casting a prepared spell at 1st level. Spells modified in this manner

do not increase the casting time or the effective spell level of the spell. At 3rd level, the maverick may also spend 1 point to grant the effects of the **Still Spell** metamagic feat without modifying the casting time or effective spell level. Once the maverick reaches 7th level, he may spend 2 points from his arcane reservoir to apply both metamagic effects to a spell cast.

This ability replaces the arcanist's ability to spend 1 point from his arcane reservoir to either increase the caster level by 1 or the spell's DC by 1.

Maverick Exploits

The maverick gains access to the following arcanist exploits and greater exploits. The following arcanist exploits and greater exploits work well with the maverick archetype: **Counterspell**, Greater **Counterspell**, Greater **Spell Disruption**, **Metamixing**, **Redirect Spell**, **See Magic**, **Shadow Veil**, **Siphon Spell**, **Spell Disruption**, and **Spell Thief**.

Impromptu Spell (Ex)

The maverick may spend 1 point from his arcane reservoir and attempt to catch the target of his spell off-guard. If the maverick casts a spell without a verbal or somatic component (including spells cast using his **Spell Grifting** ability), he may make a bluff check, gaining a +5 bonus if the spell has neither verbal nor somatic components. Opponents within line of sight of the maverick are allowed a **Sense Motive** or **Spellcraft** skill check (whichever is higher) to detect the maverick's spell casting. If those within reach of the maverick fail their skill check, they may not take an **attack of opportunity** against the maverick, even if he is not casting defensively. In addition, if the maverick's spell requires a **touch attack** and the target fails the skill check to realize the maverick is casting a spell, the target is also denied its Dexterity modifier to its **armor class**. If the target of the spell has the **Uncanny Dodge** class feature, it gains

a +5 **competence bonus** to its opposed skill check.

The maverick must be at least 5th level before he may choose this exploit.

Greater Impromptu Spell (Su)

The maverick may spend additional points from his arcane reservoir when using his Impromptu Spell exploit while targeting a single target with a spell that causes damage. If the target of the spell is denied its Dexterity modifier and the maverick is casting a spell with a **touch attack** (either melee or ranged up to 30 ft), the maverick may cause an additional 1d6 points of damage per additional point spent beyond the first point for the Impromptu spell. If the spell has multiple strikes (such as a scorching ray), only the first attack gains the precision damage. The maverick may not spend more than one additional point per four class level to gain the precision damage.

The damage is precision based and is not multiplied for critical strikes. If the target of the spell is immune to critical strikes or sneak attacks, it is not affected by the precision damage granted by this exploit, though the target is still denied its Dexterity modifier to its AC.

The maverick must have the Impromptu Spell exploit and be at least 15th level before he may take this greater exploit.

Orphic Sleuth (Investigator Archetype)

While others excel in searching for the mundane, the orphic sleuth seeks out the inscrutable secrets of the occult and arcane. A dabbler of many talents, the orphic sleuth takes what smattering of arcane knowledge he possesses and uses it to his full advantage when working a case.

Orphic Inspiration (Ex)

As an ineffaceable purveyor of ancient secrets of supernatural import, the



orphic sleuth gains a pool of inspiration as other investigators.

However, when the orphic sleuth uses his inspiration while attempting to disable magical traps or using magical items he does not have to spend any points from his inspiration pool as long as he has at least 1 rank in **Disable Device** or **Use Magic Device** skills. However, he is not as knowledgeable or adept at obscure languages and as a result must expend points from his inspiration pool when using the **Knowledge** skill for any field except Arcana or the **Linguistics** skill.

This modifies the investigator's Inspiration class feature.

Helping Hand (Sp)

At 2nd level, the orphic sleuth gains both **Mage Hand** and **Prestidigitation** as **spell-like abilities** that he may use at will. He may also cast detect magic as a **spell-like ability** by expending a point from his inspiration pool. The orphic sleuth uses his class level as his effective caster level for these **spell-like abilities**.

This feature replaces the investigator's **Poison Lore** and **Poison Resistance** class features.

Outstretched Hand (Su)

At 11th level, the orphic sleuth may use his **Mage Hand** **spell-like ability** while engaging either the **Disable Device** or **Sleight of Hand** skills by expending 1 point from his inspiration pool. He suffers a -5 penalty to any skill checks while employing his **Mage Hand** in this manner, and an additional -5 penalty for each 5 ft. increment past 30 ft. He may not take 10 or 20 while using the skills with this power.

This feature replaces the investigator's **Poison Immunity** class feature.

Investigator Talents:

The orphic sleuth may choose the following talents in place of an investigator



talent. Other investigator talents (as well as allowed rogue talents or alchemist discoveries) that work well with the orphic sleuth's role include Concealed Imbibing (see below), Confusing Strike, Deft Palm, Device Talent, Inspired Alertness, Major Magic, Minor Magic, Stealing Strike. The orphic sleuth may choose Major Magic and Minor Magic more than once, selecting a different spell each time.

Arcane Studied Attack (Su)

The orphic sleuth may declare an arcane studied attack by expending a point from his inspiration pool. The attack is treated as magic for the purpose of damage reduction while making a sneak attack. If the weapon is magical, the enhancement bonus is doubled when determining damage as part of the sneak attack.

If the orphic sleuth is 10th level or higher, he may use two points from his inspiration pool to treat one studied attack as cold iron for purposes of overcoming damage reduction. At 16th level or higher, he may expend 4 points from his inspiration pool to treat one studied attack as adamantine for purposes of overcoming damage reduction and hardness.

Quick Bluff (Ex)

The orphic sleuth may make declare one melee or ranged attack (within 30 ft.) as a quick bluff by expending 4 points from his inspiration pool. The target of the quick bluff loses any Dexterity modifier to their AC against the fetch's declared attack. If the target has Uncanny Dodge feature, it is allowed to make a Sense Motive skill check or Wisdom check with a DC equal to 10 + the orphic sleuth's base attack bonus + his Charisma modifier or 10 + the orphic sleuth's Bluff bonus. Creatures not subject to critical strikes are not affected by orphic sleuth's studied attack damage granted by this talent, though they do still lose their Dexterity modifier against the attack.

The orphic sleuth must be at least 8th level before he may take this talent.

Prevaricator (Magus Archetype)

Blending martial skills with arcane arts generally focuses on combining physical might with eldritch power. However, the prevaricator seeks subtlety over brute force, using the element of surprise to make quick decisive strikes against those that would oppose him. The general mantra of the prevaricator is not to let them see it coming, believing that attack should be quick and decisive.

Class Skills:

The prevaricator adds Sleight of Hand to his list of class skills.

Subtle Arcane Pool (Su)

The prevaricator's arcane pool functions as the magus' arcane pool but he may choose from the following weapon properties beginning at 5th level: Dancing, Defending, Dispelling, Dispelling Burst, Menacing, Nullifying, Ominous, Speed, Spell Stealing, or Vorpul. This list replaces the weapon properties normally accessible to a magus when enhancing his weapon from his arcane pool. The guidelines given regarding using this feature with a magical weapon and any weapon enhanced must have at least a +1 bonus before any other weapon properties still apply.

Unseen Spellcasting (Su)

At 4th level, the prevaricator may spend 1 point from his arcane pool as a swift action to apply the effects of either the Still Spell or Silent spell meta-magic feats while casting a spell. At 11th level, the prevaricator may spend 1 point from his arcane pool and apply both effects to any spell cast.

This feature replaces the magus' Spell Recall and Improved Spell Recall class features.

Magus Arcana

The following arcana are limited to the prevaricator. The following magus arcana complement the prevaricator's role and focus: Accurate Strike, Arcane



Accuracy, Arcane Cloak, Arcane Redoubt, Greater Arcane Redoubt, Bane Blade, Close Range, Critical Strike, Dispelling Strike, Disruptive, Enduring Blade, Hasted Assault, Prescient Attack, Prescient Defense, and Quickened Magic.

Befuddling Step (Su)

The prevaricator infuses a melee attack with a point from his arcane pool as a **swift action**. If the attack is successful, the target is treated as flat footed until the beginning of prevaricator's next turn. The point is spent regardless of whether or not the attack was successful. [From Advancing with Class: The Magus]

Eldritch Feint (Ex)

The prevaricator gains **Improved Feint** as a bonus feat and does not need to meet the prerequisites for the feat. In addition, the prevaricator may substitute **Spellcraft** when making the **Bluff** check to successfully perform the **feint** attack.

Flying Blade (Su)

The prevaricator may spend 1 point from his arcane pool as a **swift action** in order to animate his melee weapon, allowing it to fly up to 10 ft. away and take a single strike. The weapon then automatically returns to the prevaricator's hand after the attack. If the prevaricator's hands are full or he is **helpless**, the weapon falls to the ground next to the prevaricator. At 5th level and every five levels thereafter, the

prevaricator may spend an additional point to increase the range 5 feet, though at a -1 penalty per additional 5 feet granted.

Greater Eldritch Feint (Ex)

The prevaricator may attempt to **feint** an opponent as a **swift action**, but only as part of his spell combat action. The prevaricator must have the **Eldritch Feint** arcane before he may choose this magus arcane.

Greater Impromptu Spell (Su)

The prevaricator may spend additional points from his arcane pool when using his **Impromptu Spell** arcane while targeting a single target with a spell that causes damage. If the target of the spell is denied its Dexterity modifier and the prevaricator is casting a spell with his **spellstrike** feature or a **touch attack** (either melee or ranged up to 30 ft), the prevaricator may cause an additional 1d6 points of damage per additional point spent beyond the first point for the **Impromptu spell**. If the spell has multiple strikes (such as a **scorching ray**), only the first attack gains the precision damage. The prevaricator may not spend more than one additional point per four class level to gain the precision damage.

The damage is precision based and is not multiplied for critical strikes. If the target of the spell is immune to critical strikes or sneak attacks, it is not affected by the precision damage granted by this exploit, though the target is still denied its Dexterity modifier to its **AC**.

The prevaricator must have the **Impromptu Spell** arcane and be at least 15th level before he may take this magus arcane.

Impromptu Spell (Ex)

The prevaricator may spend 1 point from his arcane pool and attempt to catch the target of his spell off-guard. If the prevaricator casts a spell without a verbal or somatic component (including spells cast using his **Unseen Spell** ability), he may make a **bluff** check, gaining a +5 bonus if the spell has neither verbal

nor somatic components. Opponents within line of sight of the prevaricator are allowed a *Sense Motive* or *Spellcraft* skill check (whichever is higher) to detect the prevaricator's spell casting. If those within reach of the maverick fail their skill check, they may not take an *attack of opportunity* against the prevaricator, even if he is not casting defensively. In addition, if the prevaricator's spell requires a *touch attack* and the target fails the skill check to realize the prevaricator is casting a spell, the target is also denied its Dexterity modifier to its *armor class*. If the target of the spell has the *Uncanny Dodge* class feature, it gains a +5 *competence bonus* to its opposed skill check.

Vanishing Step (Su)

The prevaricator may spend 1 point from his arcane pool as a *free action* to turn invisible. He may remain invisible as the *Greater Invisibility* spell until the beginning of his next turn. This condition may be maintained as a *free action* by spending another point from his arcane pool.

SORCERER BLOODLINES

Manannan Bloodline

The Celtic god of the Oceans, Manannan mac Lir was known for his cunning and shrewd ability to mislead others to his own advantage. A member of the Tuatha De Danann, Manannan was known to take mortal lovers and it wouldn't be unusual for descendants to inherit remnants of Manannan's powers, learning to harness the power for their own use and enrichment. These lingering effects generally revolve around magics that conceal or disguise while providing a greater element of surprise.

Class Skill

Sleight of Hand

Bonus Spells

Disguise Self (3rd), *Mirror Image* (5th), *Suggestion* (7th), *Confusion* (9th), *False Vision* (11th), *Mislead* (13th), *Simulacrum* (15th), *Irresistible Dance* (17th), *Symbol of Strife* (19th)

Bonus Feats

*Combat Expertise**, *Deceitful*, *Deft Hands*, *Disengaging Feint*, *Improved Feint*, *Improved Steal*, *Silent Spell*, *Still Spell*

*The sorcerer uses his Charisma in place of Intelligence in regard to the *Combat Expertise* prerequisite.

Bloodline Arcana

Whenever you cast a spell from either the *enchantment* [charm] or *illusion* [pattern or phantasm] schools, the saving throw DCs gain a +1 bonus.

Bloodline Powers

Your deific heritage provides endless possibilities of subterfuge and trickery.

Ghostly Hand (Sp)

At 1st level, you may create a ghostly incorporeal hand as a *move action*. This hand functions as the *Mage Hand* spell and you may maintain it by concentration. You may also use this hand to deliver spells with a melee *touch attack* within 30 feet a number of times per day equal to 3 + your Charisma modifier. When used to deliver a spell effect, the hand immediately disappears.

Impromptu Sorcery (Ex)

At 3rd level, you may deny one individual to lose its Dexterity modifier to its *AC* when you cast a spell that requires a melee or ranged *touch attack* (as long as the target is within 30 ft). You may use this power 3 + your Charisma modifier times per day. At 6th level, if the spell causes damage, using this power causes an adds +1d6 points of precision damage. This damage increases by another 1d6 at 12th and 18th level. If the target is immune to critical or precision

damage, additional damage caused by the spell, though the original damage still applies.

Sneaky Sorcery (Su)

At 9th level, you may cast a spell without somatic or verbal components, as if using the *Still Spell* and *Silent Spell* metamagic feats. This effect adds no additional time to the casting of the spell, though you may only use it 3 times per day, gaining an additional use at 12th level and every three levels thereafter.

Shifty (Su)

At 15th level, you may cause your apparent location to shift as a *swift action* until the beginning of your next turn. Any physical attacks or targeted spells have a 50% chance of missing you as if you had total *concealment* if it requires an attack roll to strike you. In addition, any physical or targeted attack you make causes the target to lose its Dexterity modifier to its AC unless it possesses *Uncanny Dodge* or is otherwise not susceptible to the AC loss when attacked by an invisible opponent. This power is not affected by the *see invisible* spell, but *true seeing* does nullify its effects. You may use this power a total number of rounds per day equal to your class level, and they do not need to be consecutive.

Trickster (Su)

At 20th level, you may catch opponents off guard when you cast a spell without somatic, verbal, or material components. While casting a spell in this fashion, those targeted by the spell must make a *Perception* check with a DC equal to 10 + the spell level + your Charisma modifier (any other conditions that impact *Perception* also apply, such as being invisible or concealed). Those that fail are denied their Dexterity

modifier to their AC and spells that cause damage gain an additional +4d6 points of damage. If the spell grants a saving throw to reduce or negate damage, the additional damage is reduced or negated as well.



ALCHEMIST DISCOVERIES

Concealed Imbibing (Ex)

The alchemist may attempt to conceal the action of consuming an extract or mutagen as a *standard action* without provoking an *attack of opportunity*. The alchemist makes a *Sleight of Hand* check while imbibing, and any opponents currently threatening the alchemist must make a *perception* check – opposed by the alchemist's *Sleight of Hand* check – in order to make an *attack of opportunity* against the alchemist.

This discovery may also be taken by Investigators.

Redirected Bomb (Ex)

The alchemist gains the *Ricochet Splash Weapon* feat as a bonus feat and does not need to meet the Dexterity prerequisite for the feat. If the splash weapon is the alchemist's bomb, he only suffers a -2 penalty when making the second attack roll for the creature occupying the square where the bomb hit instead of the normal -5 penalty.

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