

Secrets of the Alchemist

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Expanded Alchemical Options and Builds

Introduction

More than just a list of feats, Advanced Feats: Secrets of the Alchemist gives you insight into the alchemist class and the tools to make an exciting character that is a "blast" to play. With a class breakdown, 30 new feats, and character builds showing you how to put it all together, the Advanced Feats series takes character building to a higher level.

The Advanced Feats series takes the idea of a feat supplement a bit further. Instead of providing a dry list of feats, Advanced Feats helps you put them into context to build interesting and powerful characters.

For the advanced player, we hope to spark your imagination. For the casual player, we hope to show you the path to making fun characters. For the GM, Advanced *Feats* provides feats that your players can use without slowing down or unbalancing your adventures.

Advanced Feats draws heavily on the Netbook of Feats, an Open Gaming License (OGL) publication for feats in the d20 system. As its chief editor, I have more than 10 years of experience crafting and editing feats for playability, accuracy, and balance. Before publication, feats in the Netbook of Feats are reviewed by a panel of experienced rules experts, and only a select number are accepted for publication.

Advanced Feats takes this a step further by selecting the best and most applicable feats for the class highlighted. Each feat in this book has been either carefully re-worked to be fully compatible with the Pathfinder Roleplaying Game or created specifically for this book based on the new Advanced Player's Guide classes.

Examining the Alchemist

At first blush, an alchemist is just a character that mixes potions and throws bombs, but digging deeper reveals an interesting mix of abilities and skills for a multi-faceted and unique experience --- that may still throw a few bombs.

This character examination assumes you have already read the class itself. If you haven't reviewed it yet, take a look at the Advanced Player's Guide before getting started here.

Bombs!

The bomb ability is the first thing that jumps out about the alchemist class and gives it the whole "mad bomber" vibe. Bombs provide a non-spell way of producing offensive spell-like effects. Because both the number of bombs and the power of your bombs increases with level, they start fairly weak and end exceptionally strong: a 1st-level alchemist has around 5d6 damage worth of bombs/day and a 20th-level alchemist may have more than 300d6 damage worth of bombs/day.

Because bombs are thrown as a weapon rather than cast as a spell, it is much easier to increase the number of bombs you can throw in a round. Because they are touch attacks, it is much easier to hit with secondary attacks than with other ranged weapons. And while the range of a bomb is short, the touch attack means range penalties are less of a concern for the aspiring bomber.

The splash damage from bombs can also be a great boon if used wisely, or it can cause problems in tight quarters. Fortunately, one of the alchemist's bomb-enhancing discoveries, precise bombs, offers a simple solution.

Extracts

Extracts blur the lines between spells and potions. While they are learned like spells and progress as you rise in level like spells, you don't cast them so much as drink them, so you do not need to worry about interruptions, counterspells, arcane spell failure, or any of the usual challenges a caster faces.

On the other hand, you can't use metamagic or feats pertaining to spells with extracts. What is less clear is if you must pull them from your inventory before use or if feats and abilities that apply to potions can also be applied to extracts. No doubt, future FAQs will provide official answers to these questions.

The alchemist's extract formulae list offers players an interesting mix with a strong focus on defensive buffs, physical transformations, and cures. In a way, the alchemist is something of a blank slate, and their extracts color in a tapestry of offensive and defensive options.

Potions

With the free Brew Potion feat, alchemists essentially extend their spell list or share select spells with the party. Nearly any caster can brew potions if they choose to, but the alchemist's formulae list covers nearly every type of potion, making them a one-stop shop for all your quaffing needs.

Mutagens

For the most part, the mutagen feature simply improves the character's self-buffing potential. In this case, the longlasting physical stat buff of a mutagen grows stronger and lasts longer as the character levels up.

In many ways, the mutagen works like a potent extract,

giving the alchemist greater physical traits or natural weapons by drinking a potion-like substance.

Poison

Poison use is another powerful tool of the alchemist. They can create poisons using their alchemy skill, and the class grants automatic benefits for quickly applying it in battle.

As a side benefit, alchemists also become immune to their own poisons, which is a definite boon when dealing with deadly traps. It can also be a strategic advantage; you can fight from within poisonous clouds while daring your foes to come in and get you.

Defenses. With d8 hit dice, solid saves, and a good mechanism for healing and buffing themselves, alchemists are fairly durable in combat. Their lack of armor and shield proficiency limits their AC, but a quick dip into a class like fighter or a few feats can solve that challenge.

Combining good armor with the natural AC from mutagens and defensive extracts creates a formidable tank-like alchemist. You can see an example in the mighty mutant build in chapter 3.

Skills. It's easy to overlook the alchemist's skill list, but it is an important part of the character. Craft (alchemy)

is clearly a core skill, and if you are set up for bomb throwing, you can make good use of the more mundane alchemical weapons that you can craft and toss at foes.

Disable Device and Perception let the alchemist handle traps and locks for the party. Use Magic Device gives alchemists access to a wide range of magic items. And with Heal, Knowledge (nature), and Survival, they make a good herbalist or wilderness guide.

Since intelligence is their prime statistic, a typical alchemist is likely to have a good number of the skills highly ranked. All of this gives the alchemist a lot to do outside of combat.

Summing it up. Alchemists have very accurate and potent short-ranged attacks, strong buffing and healing-based defenses, and a wide range of useful non-combat skills. Their biggest weakness is a lack of armor and weapon proficiencies, which limit their damage and defense potential in melee combat.

Alchemists are very much about individual performance and self sufficiency.

30 New Feats for Alchemists

While the following feats are especially useful for alchemists, most can be chosen by any PC. The exceptions

Feat Name	Prerequisites	Benefit
Accurate Assessment		Learn one statistical value of a foe during combat
Advanced Alchemy	10 ranks in Craft (alchemy)	Add Int bonus to alchemical item DC values
Bottoms Up	BAB +1	Drink potions as a move action
Craft Anywhere	Any item creation feat	Craft 8 hours/day while adventuring
Craftsman		+2 bonus to all craft skill checks
Create Wondrous Creature	CL 5th	Create new life forms
Extra Extract	Alchemy class feature	Prepare an additional extract
Fast Item Creation	Craftsman, 9 ranks in Spellcraft	Create magic items in half the time
Fire in the Hole	BAB +1	Splash weapons ignore cover
Frugal Crafting	Any item creation feat or any ranks in Craft	Item creation costs are reduced
Hardy Brawler	Toughness	Nonlethal DR equal to Con modifier
Improved Sleight of Hand	Dex 13, Sleight of Hand as class skill	No penalty to using Sleight of Hand as a move action
Learn Command	-	Learn commands words when activating magic items blindly
Lighten Weapon	Str 13, BAB +1	Effort to wield weapon reduced by one category
Lighten Weapon, Improved	Lighten Weapon, BAB +3	Removes the attack penalty for using Lighten Weapon
Mind over Body	Con 13	Heal more ability damage/day
Minor Damage Reduction	Con 15	Gain DR 1/– or increase existing DR by 1
Modify Mutagen	Mutagen class feature	Change the penalty you take from a mutagen
Opportunity Shot	Rapid Shot, BAB +8	Take attacks of opportunity with ranged weapon

Prerequisites	Benefit
Quick Draw	Draw non weapon items as a free action
-	+4 bonus to Str for purposes of carrying capacity
-	+3 bonus when taking 10 or 20 on a skill check
BAB +1	Gain combat prowess for a short time
Bomb class feature	+2 to DCs of bomb effects and damage
Dodge	+4 bonus to AC against charge and attack of opportunity if missed
Shot on the Run	+2 bonus to AC while moving and making ranged attacks
Bomb class feature	Set off all your bombs at close range
Precise Shot, bomb class feature	Use bombs to make sunder attacks
Quick Draw, Run	Throw a weapon and charge as a full round action
Dex 13, Quick Draw	Sheath, pick up, and trade weapons as a free action
	Quick Draw — BAB +1 Bomb class feature Dodge Shot on the Run Bomb class feature Precise Shot, bomb class feature Quick Draw, Run

are, of course, those that have an alchemist class features as a requirement.

Accurate Assessment

You can accurately judge how good someone is at something.

Benefit: During combat, select a target creature within 60 ft. By taking a standard action, you can learn one current statistical value of the target of your choice.

Notes: A statistical value is anything in a stat block or character sheet represented by a formula or numerical value. The value learned is the current modified value.

Commentary—While this may lead to some metagaming, I think of it as representing a character's ability to accurately judge the threat or defenses of an opponent with a practiced eye. It's limited to combat because otherwise the GM would have to hand players a full stat sheet every time they scout an enemy. The pretence is that you must see combatants in action to judge their abilities.

Advanced Alchemy

Your formulae use secret ingredients known only to master alchemists.

Prerequisite: 10 ranks in Craft (alchemy).

Benefit: Add your Intelligence bonus to the target DC values to resist the effects of alchemical items you create.

Note: This does not apply to bombs, mutagens, or extracts.

Commentary—It would seem a shame to have alchemical items become completely useless. This feat is limited to higher levels since the DC values on alchemical items start at a decent value. Cranking them up too early could be unbalancing and lead to the entire party using them to harry foes.

Bottoms Up

You have trained yourself to swallow liquids in one quick gulp.

Prerequisite: BAB +1.

Benefit: You can drink a potion or any other small volume of liquid as a move action that does not provoke attacks of opportunity.

Note: The benefit of this feat does not include any actions needed to retrieve a potion from your inventory, only the action of consuming it.

Commentary—This feat is great for anyone who wants to make the most of potions in combat. Often, you need to drink potions in critical moments and pulling an attack of opportunity to chug a healing potion can be very counterproductive.

For alchemists, this feat is especially potent since their extracts and mutagens are essentially special potions only the alchemist can drink. The barbarian archetype, drunken brute, gains a similar capability as part of the raging drunk alternate class feature.

Craft Anywhere

You are always tinkering and can work in nearly any environment.

Prerequisite: Any item creation feat.

Benefit: You can put in a full 8 hours/day of magic item crafting while adventuring as if you were working in a comfortable and distraction free environment.

Normal: While adventuring, you can dedicate only 4 hours to crafting and receive only 1 hour of progress from it.

Commentary—Having a character with crafting feats in a campaign that involves back to back adventures can be frustrating since the crafting rules make it very impractical to craft on the road. I think this would be an essential feat for anyone who really wants to get the most out for their item creation feats.

Craftsman

You have a knack for creating things.

Benefit: You gain a +2 bonus to all Craft checks.

Create Wondrous Creature

You have learned the magical art of creating new flesh from old.

Prerequisite: CL 5th.

Benefit: You can create any aberration, magical beast, monstrous humanoid, or plant creature whose prerequisites you meet. However, the creature created is not necessarily under your control.

To begin, you need access to an alchemist's lab worth at least 500 gp. The process involves subjecting a similar creature or creatures to various spells and grafting techniques. There is a chance that the experiment will be a failure.

To create a creature, you must succeed with both Knowledge (arcana) and Knowledge (nature) checks (DC 20 + CR of attempted creature). You gain a +1 circumstance bonus for every attempt at a specific creature that you have previously made, whether successful or not.

If both Knowledge skill checks are failed the creature dies a horrible death. If one Knowledge skill check fails and the other succeeds, the resulting creation is horribly deformed in some way and is hostile to you.

The base price of a creature is its CR value squared times 1,000 gp (CR x CR x 1,000 gp). Creating a creature takes 1 day/1,000 gp in its base price. To create a creature, you must supply raw materials costing 1/2 its base price.

The minimum CL for creating a creature is 2 times the CR $(2 \times CR)$ of the intended creature until you reach 10th level; thereafter, it's your level minus 5. The appropriate spells must be used to add extraordinary (Ex), spell-like (Sp), and supernatural (Su) abilities to the creature.

Special: If a *charm monster* spell is cast every day of the creation process, a successfully created creature will be entirely loyal to you, although not under your direct control. If a *limited wish* is used in the creation process, a successfully created creature will be loyal and will follow a life goal you choose for it. If a *wish* is used in the creation process, a successfully created creature and all its descendants will follow a single life goal of your choice.

Extra Extract

You can prepare more extracts than others of your level. Prerequisite: Alchemy class feature.

Benefit: You can prepare 1 additional extract/day of any level you can normally prepare.

Fast Item Creation

You have optimized your crafting techniques to save time.
 Prerequisite: Craftsman, 9 ranks in Spellcraft.

Benefit: You increase the rate at which you create magical items by 1,000 gp/8-hour day.

Special: This feat can be taken multiple times and stacks with itself. Each time it is chosen, add 1,000 gp to the value of a single magic item that the character can create each day.

Commentary—I've often found that most campaigns and adventures leave little time to utilize item creation feats. This can definitely help a character make better use of such feats.

Fire in the Hole (Combat)

You can lob splash weapons around covered positions. Prerequisite: BAB +1.

Benefit: When using a ranged splash attack, your target does not receive AC bonuses for cover, sitting, kneeling, or being prone.

Commentary—The name of the feat isn't so great at telling you what it does, but I couldn't resist since it's very appropriate to what you are actually doing.

Frugal Crafting

You have mastered the art of crafting on the cheap. **Prerequisite:** Any item creation feat or any ranks in Craft.

Benefit: The cost of creating magic items is reduced to 1/3 its base cost in raw materials. The cost of crafting non-magic items is reduced to 1/4 its base cost in raw materials.

Commentary—Essentially, this feat just saves you money. Its value depends a bit on the type of campaign you play in. If gold is tight, it may well be of great value; if gold is plentiful, this feat does little to strengthen your character.

Hardy Brawler

You can shrug off non-lethal blows without effect. Prerequisite: Toughness.

Benefit: You gain DR against nonlethal damage equal to your Constitution modifier.

Commentary—While this feat wouldn't normally be of great use in combat, it could be great for an alchemist who makes their living as a bar brawler or sport fighter.

Commentary on Create Wondrous Creature This feat breaks the rule of simplicity wide open although, considering what it does, its handled with a pretty simple mechanic that is consistent with item crafting in most respects. It was not intended to help the character create their own personal army of monsters so much as to capture the flavor of the mad wizard cooking up the monster of the week.

This feat definitely requires GM participation and a good bit of roleplaying if you want to use it in a campaign. I think it has great potential for fun and creativity and is a great fit for the mad alchemist.

Improved Sleight of Hand

Your hands are especially deft and quick.

Prerequisite: Dex 13, Sleight of Hand as class skill.

Benefit: You can make a Sleight Of Hand skill check as a move action without the usual -20 penalty.

Learn Command

You gain insight into an item when activating it blindly.

Benefit: If you are successful when activating an item blindly (that is, Use Magic Device DC 25), you actually learn the true command word or activation mechanism for the item you are using and, thus, no longer need to activate it blindly.

Notes: You still may need to make a Use Magic Device check to use the item if you don't meet the normal requirements for it, you only get to skip the activate blindly check.

Commentary—This is a nice feat that demonstrates how a feat can actually speed up play by removing a dice roll from the game.

Lighten Weapon (Combat)

You can balance heavy weapons, making them easier to wield.

Prerequisite: Str 13, BAB +3.

Benefit: Choose one type of weapon. When using a weapon of that type you may reduce the effort required to wield it by one step but suffer a -2 penalty to hit with that weapon. This allows you to wield a weapon 1 size category larger as if it were your own size, use a two-handed weapon in one hand, or a one-handed as a light weapon.

Normal: Weapons 1 size category larger increase the effort required to wield them by one step: light becoming one-handed, one-handed becoming two-handed, and two-handed becoming un-wieldable. Two-handed weapons may not be used one-handed. Using a one-handed weapon in your off hand results in a -2 penalty to all of your attacks (in addition to other off-hand penalties that may apply).

Special: The effect of this feat does not stack with other feats that alter wielding effort or weapon size. You may

Commentary on Lighten Weapon

I wanted to create a catchall feat that would grant the ability to wield over-sized weapons that is so popular in our imaginations and fantasy illustrations. Other d20 feats have generally failed to achieve this without creating confusion and have not quite covered all the rules angles.

I think this one hits the mark, but it does require some explanation for those not up on the rules minutia it covers. While the effect may seem powerful, running the numbers on it shows it to be a modest boost to damage over time in most situations although the larger the combatant, the more it has to offer. take this feat multiple times, each time choosing a different type of weapon.

Example: Rogar the human fighter takes Lighten Weapon and chooses greatsword. He can now use a Medium greatsword in one hand with a -2 penalty to hit, gaining 1 x Strength bonus to damage. He can also wield a Large greatsword in two hands with a -2 penalty to hit and adding 1.5 x Strength bonus to damage.

Lighten Weapon, Improved (Combat)

You have mastered the use of oversized weapons. **Prerequisite:** Lighten Weapon, BAB +8.

Benefit: Choose a weapon when taking this feat. When using the Lighten Weapon feat, you do not suffer the associated -2 penalty to attack when using that feat with your chosen weapon.

Mind over Body

You heal ability damage at an astounding rate. Prerequisite: Con 13.

Benefit: You heal ability damage and ability burn more quickly than normal. You heal a number of ability points per day equal to 1 + your Constitution modifier.

Normal: You heal ability damage and ability burn at a rate of 1 point/day.

Minor Damage Reduction

Minor wounds seem to have no effect on you. Prerequisite: Con 15.

Benefit: You gain DR 1/- or increase all your existing DR by 1.

Special: You can take this feat multiple times, and its effects stack.

Commentary—DR is often treated as a very potent game mechanic, and while for monsters it can be a hearty defense, for a character, it's often weak on its own. This is especially true if you cannot increase it as you level up.

Modify Mutagen

You have gained greater control of your mutagens' side effects.

Prerequisite: Mutagen class feature.

Benefit: When creating mutagens, you can change the ability score in which you suffer the penalty.

Commentary—Losing Intelligence can be a bummer for alchemists looking to boost their Strength. I think a feat is a decent cost to shift the penalty to a less vital statistic.

Opportunity Shot (Combat)

You can shoot nearby opponents who let their guard down. Prerequisite: Rapid Shot, BAB +8.

Benefit: When armed with a ranged weapon that is ready for use, you effectively threaten all squares up to 30 ft. or the reach of your ranged weapon, whichever is smaller, for the purposes of making attacks of opportunity

with it.

This feat does not work if you are threatened by an opponent, nor can it be used to establish flanking.

Organized Inventory

You retrieve items from your inventory quickly. **Prerequisite:** Quick Draw.

Benefit: You can retrieve any handheld item from your inventory as a free action that does not provoke an attack of opportunity.

Commentary—Quick Draw specifically omits non weapon items like potions and wands from being pulled as free actions. Combined with Chug Potion, drinking potions in combat is quick and easy.

Pack Mule

You can carry more than others of your stature.

Benefit: You gain a +4 bonus to Strength for the sole purpose of the weight you can carry (or your encumbrance).

Commentary—If your game doesn't pay attention to encumbrance, there isn't much point to this feat, but if you do, an alchemist could find themselves with a lot of equipment to carry, and this fits a kind of inventory management theme.

Practice Makes Perfect

You excel when taking your time or making repeated attempts.

Benefit: When taking 10 or 20 on a skill check, you gain a +3 competence bonus to your skill check.

Primeval Fury

You summon the primal rage within for a short time. Prerequisite: BAB +1.

Benefit: As a swift action 1/day, you tap into a primal fury within to gain a +2 bonus to damage on melee attacks and 10 temporary hp. This lasts a number of rounds equal to 2 + your Constitution bonus.

Commentary—This feat bends the rules a little by granting something that is similar to a class ability. None the less, it fits well thematically with the mutagen side of the alchemist and not many feats do. Rather than bumping statistics as rage does, I instead opted for simpler bonuses to final rolls. This helps avoid slowing down play while the feat is in use but offers very similar benefits.

Reliable Bombs

Your bombs' effects are more difficult to resist. **Prerequisite:** Bomb class feature.

Benefit: You gain a +2 bonus to the DC values to resist the effects and damage of your bombs.

Sidestep Charge (Combat)

You are skilled at dodging charging opponents and taking advantage when they miss.

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Prerequisite: Dodge.

Benefit: You gain a +4 dodge bonus to AC against charge attacks. If a charging opponent fails to make a successful attack against you, you gain an immediate attack of opportunity. This feat does not grant you more attacks of opportunity than you are normally allowed in a round.

If you are flat-footed or otherwise denied your Dexterity bonus to AC, you do not gain the benefit of this feat.

Commentary—As a ranged attack character, you become the focus of charge attacks fairly often since it is one way to close distance and still strike at you. Combined with Skirmishing, you can become a pretty challenging target while on the move. And a poison blade that further slows your opponent would go well with this feat.

Skirmishing (Combat)

You have mastered the art of ducking and weaving while returning shots of your own.

Prerequisite: Shot on the Run.

Benefit: When you make a ranged attack or reload a missile weapon—moving at least 5 ft. while doing so—you gain a +2 dodge bonus to AC until the beginning of your next action.

Commentary—One of the challenges of having a shortranged range weapon is that you lose many of the defensive benefits of ranged attacks. It's easy for your opponent to simply walk over and beat you up. While the feat cost of this is pretty high, it does help you if you want to run and gun.

Suicide Bomber

You are prepared to make the ultimate sacrifice to stop your foe.

Prerequisite: Bomb class feature.

Benefit: You must spend a full round action preparing

Commentary on Suicide Bomber

Some may find this feat offensive, but when you think of a mad scientist walking around with a bunch of bombs, the idea of using them this way quickly leaps to mind. In many ways, it's not really a good feat. Either it will end the life of the character using it, or the character has found some way to cheat the system and will abuse the feat badly.

Nonetheless, if you are playing a one-shot game, this could make for a great ending to the story. And if you find yourself in a no-win scenario, your sacrifice could save others. Because it has so much good roleplaying potential, I felt it was worth including.

It is definitely a feat that you should discuss with your GM before using in a game. The damage potential is massive at higher levels -- which is both good and bad news for the alchemist who chooses to use it.

for this attack during or just prior to combat. To execute the attack, you must first move into an opponent's square, provoking an attack of opportunity. Then, as a standard action, you create and set off all your remaining bombs for the day simultaneously. You may not apply any discoveries to these bombs. You and your opponent are automatically hit by all of the bombs. Your opponent may make a single Reflex save for half damage from all of the bombs, you may not. Splash damage is treated as if only one bomb had gone off.

Sundering Bomb

You can use bombs to destroy your opponent's equipment. Prerequisite: Precise Shot, bomb class feature.

Benefit: You can use one of your bombs to make a ranged sunder attempt. Your opponent takes only the splash damage from the bomb.

Normal: Sunder can only be performed with a melee attack.

Commentary—It seemed to me that bombs would be great for blowing things up as well as people. Keep in mind you will not be making a touch attack but a combat maneuver check; however, if it works, a high-level alchemist's bombs should be quite effective at destroying opponents' equipment.

Throw and Charge (Combat)

You can hurl a thrown weapon while charging. Prerequisite: Quick Draw, Run.

Benefit: As a full round action, you can throw a light or one-handed ranged weapon, draw another weapon, and then charge. Both attacks are made at your highest BAB with a +2 bonus to your charge attack. You cannot use this feat if your movement speed is reduced by armor or encumbrance.

Commentary—There's nothing quite like softening up a target before charging in. Originally designed for a Viking warrior, this feat is great for the well-rounded alchemist that wants to both toss bombs and fight in melee.

Weapon Juggle (Combat)

You can freely move items between your hand and inventory.

Prerequisite: Dex 13, Quick Draw, Sleight Of Hand 3 ranks

Benefit: You can sheath a weapon, pick up an item from the ground, or trade weapons from one hand to another (even if both are holding something) as a free action and without provoking an attack of opportunity. You cannot use this feat to make an off-hand attack with the same weapon used to perform a main hand attack in the same round or vice versa.

Commentary—I really like the idea of someone who juggles in combat, but it's hard to see how it would really give you an edge on your opponents. Being able to quickly put away gear is very handy in critical situations, and the

free pick up is great if you disarm an opponent.

Combining this with Organized Inventory lets you use magic items and remain armed at all times. You can sheath a weapon, wave a wand, put the wand away, and pull the weapon back out all in one action. You become the undisputed master of your inventory.

Character Builds

Planning out a character can be both a lot of fun and a learning exercise. Doing a little planning early means you avoid indecision about what to take at your next level, and you never miss prerequisites for something you want to take down the road.

These following three builds are handy for players who may not know all the ins and outs of the rules but still want to create a powerful, mechanically sound, and wellthought-out character.

The character builds were created using the core rules, the Advanced Players Guide, and Advanced Feats for source material. Ability scores were purchased using 15 points (standard fantasy). Only those elements of the character where you are making build choices are listed, and in the leveling charts, only those levels where such choices occur are shown.

The Carpet Bomber

This build is maximized for throwing a large number of high-damage bombs per round. If you really want to blow things up, this is the build for you. And you might want to consider playing an elf.

Why an elf bomber? Being an elf helps with two primary ability scores you need, and the weapon proficiencies fit well with the feats taken for bomb throwing. Even the skill bonuses coincide. Pathfinder games should see quite a few elf bombers, if players really maximize the mechanics!

Feat and discovery selection for carpet bombers—elvish or not—are pretty focused: anything that gets you additional attacks and anything that makes the bombs do more damage. The builds are loaded up on every feat that grants additional ranged attacks: Rapid Shot and the Two-Weapon Fighting chain.

Beyond bombs, Weapon Finesse lets you use rapier, unarmed attacks, and dagger pretty well, and the longbow can come out when the bombs are depleted. Formulae that provide touch attacks, such as *elemental touch*, can also be leveraged very effectively with two-weapon fighting.

At 20th level, assuming you do a bit of Intelligence boosting, you will have about 28 bombs, each of which deal 10d6+6 damage. You can throw up to 7 during a full attack for 70d6+56 damage, not to mention the 136 splash damage and effects from bomb discoveries. It is a slow build to develop, however, and at early levels, you are a somewhat fragile combatant. The elf's weapon proficiencies really shine here, giving you something to do while gearing up your bomb tricks. Once you hit 9th level, the build

really blossoms, and you can throw a solid 20d6 worth of bombs a turn.

Of course the build does do more than just fight with bombs. When not blowing things up, a carpet bomber makes a pretty good breaking-and-entering specialist with strong Disable Device, Perception, and Sleight of Hand skills. You can also make potions, poisons, and alchemical items galore for your companions or yourself.

Details

Race elf

Str 10, Dex 17, Con 12, Int 17, Wis 8, Cha 8 Skills Craft (alchemy), Disable Device, Fly, Knowledge (arcana), Perception, Sleight of Hand, Spellcraft Favored Class alchemist (take extra hp) Leveling Guide (class features, feats, and ability increase choices per level):

- 1—Two-Weapon Fighting feat
- 2-Acid bomb discovery
- 3-Weapon Finesse feat
- 4—Precise bombs discovery, Int +1
- 5-Point Blank Shot feat
- 6-Explosive bomb discovery
- 7-Rapid Shot feat
- 8—Fast bombs discovery, Dex +1
- 9-Improved Two-Weapon Fighting feat
- 10—Sticky bomb discovery
- 11-Precise Shot feat
- 12—Force bomb discovery, Dex +1
- 13—Opportunity Shot feat
- 14—Greater mutagen discovery
- 15-Greater Two-Weapon Fighting feat
- 16—Grand mutagen discovery, Int +1
- 17—Sundering Bomb feat
- 18—Delayed bomb discovery
- 19—Reliable Bombs feat
- 20—Frost bomb, shock bomb, true mutagen grand discovery, Int +1

Formulae that combine especially well with this build:

- 1st—bomber's eye, reduce person, shield
- 2nd—cat's grace, elemental touch, fox's cunning, levitate
- 3rd—elemental aura, fly, haste
- 4th—air walk, greater invisibility
- 5th—none
- 6th—true seeing, twin form

The Mighty Mutant

This build focuses on the self-buffing aspect of the alchemist to create a chemically enhanced behemoth of destruction and endurance. Not just a mindless brute, this is a cunning warrior with a mix of offensive and defensive abilities. For this build, multiclassing is a huge boon, providing armor and weapon proficiencies that you can make great use of without losing any casting-like abilities.

Half-orc is a nice choice for their ability to fight for 1 round after going below 0 hp. This gives a mighty mutant alchemist a chance to drink a healing potion or extract and stay in the fight, which can be invaluable. That they add to Strength is also a boon.

This build's list of feats is primarily a long series of damage bonuses for melee combat, few of which are tied to any given weapon type. Combat Expertise is nice for the tanking side of the build. Combined with natural armor from the mutagens, heavy armor, magical buffs, and a tower shield, you can have an AC few can easily match. Eventually, you also pick up Bottoms Up for healing quickly in dangerous situations.

Further, the combine extracts discovery helps speed up buffing and healing and the extend potion discovery keeps the shorter buffs going longer. You get every mutagen bonus available short of the final capstone discovery.

Don't neglect your ability to use and apply poisons in battle; it will give you an edge few hard-hitting melee types have. While not as powerful as bombs, the poisons are still a very nice backup weapon and pretty easy to hit with despite your low Dexterity score since they are touch attacks.

The Lighten Weapon feat, when taken with a twohanded weapon, gives you a lot of versatility with a single weapon, letting you hack away for heavy damage using two hands or pair the same weapon with a shield for a more defensive stance. If you can find a nice Large weapon, you can really go to town with Vital Strike.

Details

Race half-orc

Str 18, Dex 10, Con 14, Int 14, Wis 8, Cha 7
Skills Climb, Craft (alchemy), Knowledge (nature), Knowledge (dungeoneering), Survival, Swim
Favored Class alchemist (take extra hp)
Leveling Guide (class features, feats, and ability increase choices per level):
1—(fighter)—Power Attack feat, Primeval Fury feat

3—Combat Expertise feat, feral mutagen discovery

4—Str +1

- 5-Extend potion discovery, Lighten Weapon feat
- 7-Cleave feat, sticky poison discovery

8—Str +1

- 9-Combine extracts discovery, Vital Strike feat
- 11-Fast bombs discovery, Improved Critical feat

- 12—Str +1
- 13—Bottoms Up feat, greater mutagen discovery
- 15—Concentrate poison discovery, Improved Vital Strike feat
- 16—Str +1
- 17—Grand mutagen discovery, Improved Lighten Weapon feat
- 19-Elixir of life discovery, Furious Focus feat
- 20—Str +1

Formulae that combine especially well with this build:

- 1st—cure light wounds, enlarge person, reduce person, true strike
- 2nd—barkskin, blur, bull's strength, cure moderate wounds
- 3rd—cure serious wounds, displacement, draconic reservoir, elemental aura, haste, heroism, rage, thorn body
- 4th—cure critical wounds, death ward, fire shield, stoneskin, universal formula
- 5th—spell resistance

6th—giant form I, heal, true seeing

The Mad Scientist

The mad scientist is far more comfortable supporting the party and doing research than wading into battle. The real focus of this build is crafting items for use by yourself and your party. A good deal of planning ahead is helpful so as to be prepared for whatever comes.

You are no slouch with bombs, but until that ability develops a bit, they are limited in combat situations. With enough buffing and mutagens, you should be able to contribute in a fight, but when all is said and done, this build shines more brightly out of combat than in it. With your great intellect, you can be the mastermind that gets others to do your heavy lifting while you reap the rewards, and in time, you will no doubt rule the world!

Feats like Create Wondrous Creature and Craft (clockwork) require some participation from your GM to be useful, so you may want to chat about it before committing. If everyone is in a creative mood, these feats can even be the launching point for grand adventures.

Details

Race human

Str 10, Dex 14, Con 12, Int 18, Wis 7, Cha 12 Skills Craft (alchemy), Craft (armor)¹, Craft (clockwork)¹, Craft (traps), Craft (weapons), Disable Device, Knowledge (arcana), Knowledge (nature), Spellcraft, Use Magic Device

(1) Acquired after increasing Intelligence.

Favored Class alchemist (take extra hp or human extra formula)

Leveling Guide (class features, feats, and ability increase choices per level):

1—Craft Anywhere feat

- 2—Smoke bomb discovery
- 3—Frugal Crafting feat
- 4—Infusion discovery, Int +1
- 5—Create Wondrous Creature feat
- 6—Dispelling bombs discovery
- 7—Craft Wondrous Item feat
- 8—Fast bombs discovery, Int +1
- 9—Quick Draw feat
- 10—Precise bombs discovery
- 11—Organized Inventory feat
- 12—Explosive bomb discovery, Int +1
- 13—Advanced Alchemy feat
- 14—Extend potion discovery
- 15—Bottoms Up feat
- 16—Eternal potion discovery, Int +1
- 17—Craft Magic Arms and Armor feat
- 18—Inferno bomb discovery
- 19—Extra Discovery: Elixir of Life feat
- 20—Combine extracts discovery, delayed bomb discovery, philosopher's stone grand discovery, Int +1

Formulae that combine especially well with this build:

1st—comprehend languages, crafter's fortune, expeditious retreat, identify

- 2nd—alchemical allocation, fire breath, fox's cunning, invisibility, vomit swarm
- 3rd—amplify elixir, gaseous from
- 4th—dragon's breath, elemental body I
- 5th—contact other plane, dream, elemental body II, elude time, magic jar, nightmare, polymorph

6th—analyze dweomer, transformation, true seeing

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