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NEW FEATS

BOMB BALM

You can use your bombs as a special coating that grants you an aura of elemental fury.

Prerequisites: None.

Benefit: As a full-round action, you may convert an unused bomb into a special gel and coat yourself with it. While coated in this gel, you gain resistance 5 to the damage type of the converted bomb. Also, while coated, at the start of your turn, you and adjacent creatures take damage equal to that of the converted bomb. Finally, while coated, any creature that attacks you with a natural weapon takes damage equal to that of the converted bomb, though only once per turn. This gel coats you for 1 round. When you first apply the gel, you may add more bombs; each additional bomb increases the gel's duration by 1 round and increases your resistance by 5.

BOTTLED MEMORIES

Using a creature's blood, you may gain a glimpse into its memories.

Prerequisite: Alchemist level 5th.

Benefit: You create a special tonic from fresh blood—taken from a corpse dead no longer than an hour per alchemist level—and special herbs worth 100 gp. Creating the tonic requires a Knowledge (arcana) check with a DC equal to 5 + the creature's CR. When imbibed, the tonic functions as if you had cast *speak with dead* on the creature whose blood you used, using your alchemist level as your caster level, and the creature had failed its save. However, any questions you ask the creature are answered in the form of brief images and memories, not words. You can drink the tonic up to an hour after you create it.

LOUIS POATES JE D E S I G N LPJ9372

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BOTTLED SOUL

Studying the nature of souls, you've discovered how to extract and bottle them.

Prerequisites: Ability to create 4th-level alchemist extracts, Knowledge (religion) 10 ranks, lingering spirit discovery.

Benefit: As a full-round action, you may capture the soul of a dying creature in place of a vacant extract slot of 4th level or higher. If the creature is willing, you bottle its soul with little effort. If it is unwilling, it receives a Will save with a DC equal to the extract slot you are using to bottle it. While bottled, the creature's soul does not pass into the afterlife and cannot be brought back to life without the intervention of a deity, a *miracle*, or a *wish*. As long as the soul remains bottled, it occupies the chosen extract slot. Every day at sundown, the soul may attempt a Will save to break free from its container; otherwise, it remains indefinitely. The moral repercussions of using this feat are left up to the GM.

The bottled soul may be used by any spellcaster as a focus or material component of any spell that requires such. It may also be used as a focus component for any spell that brings a creature back to life, so long as the target creature is the owner of the bottled soul. When the bottled soul is used to bring a creature back to life, this spell has a halved casting time, requires no part of the original body, and may be used after any amount of time since the creature's death.

The container is a specially prepared glass vial with hardness 0 and 5 hit points. Constructing it requires 1000 gp in rare ingredients and a week's worth of work. If the container is broken, the soul is released.



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CAUSTIC BILE

So tainted are your bodily fluids by constant experimentation that they have become destructive in their own right.

Prerequisite: Nauseating flesh discovery.

Benefit: As a standard action, you may force yourself to retch and spew forth a 15-foot line of acid that deals 1d4 damage per two alchemist levels and causes the target to become sickened. Opponents who succeed on a Reflex save (DC 10 + 1/2 your alchemist level + your Constitution modifier) take half damage and do not become sickened. This feat may be used a number of times per day equal to your Constitution modifier.

COMBAT HIGH

You have learned to control your body's response to harmful drugs while in the heat of combat.

Prerequisite: Poison immunity class feature.

Benefit: When you use a drug while in combat, you may suppress all negative effects of the drug until combat ends. When you finish combat, the drug kicks in, and you immediately suffer all of its negative effects.

DEADLY SWAP

When you pick someone's pocket, you may leave a deadly surprise.

Prerequisites: Sleight of Hand 5 ranks, Improved Steal, delayed bomb discovery.

Benefit: When you attempt to take an item from a creature, you may secretly stash a bomb on their person—in a bag, pocket, belt pouch, or elsewhere. You may perform this while using the steal combat maneuver or a Sleight of Hand check. In either case, your opponent opposes your combat maneuver check or Sleight of Hand check with a Perception check. If the opponent succeeds on the Perception check, it notices you place the bomb.

DIRTY/BOMBS

You know how to harry your opponents with more than just a few explosions.

Prerequisites: Improved Dirty Trick, Point Blank Shot, Throw Anything.

Benefit: When you successfully hit an opponent with a bomb, you may also attempt a dirty trick combat maneuver against the target. This feat may only be used one per turn.

ESSENCE OF, BEING

You can tap into the latent magical energies in a creature's blood.

Prerequisite: Alchemist level 3rd, ability to create mutagens, Knowledge (arcana) 3 ranks, Heal 3 ranks.

Benefit: Using a similar method to mutagen creation, you can distill the blood of sorcerers or creatures with magical potential. When you would prepare a mutagen, you may instead prepare an "essence of being" by using a pint of blood from a creature who shares a type or subtype with a sorcerer bloodline (e.g., orc, undead, dragon). Drinking this concoction instills you with a portion of the creature's natural powers. For one hour per level, you gain the benefit of the bloodline arcana and the 1st-level bloodline power of the linked bloodline. At the GM's discretion, certain creatures may provide access to other bloodlines, even if they do not share a type or subtype.

EXPERT/ANATOMIST

Your intimate knowledge of anatomy lets you bring the pain to your enemies.

Prerequisites: Heal 5 ranks, sneak attack +3d6, vivisectionist alchemist archetype.

Benefit: When you deal sneak attack damage, you may sacrifice any number of d6s gained from the sneak attack. If you do, apply the fatigued, shaken, or sickened condition to your target for a number of rounds equal to the number of dice you sacrificed.

EXPLOSIVE RETREAT

You leave explosives in your wake as you retreat—or as surprises for those who try to remove you from the fray.

Prerequisites: Combat Reflexes, fast bombs discovery.

Benefit: When you are subject to any teleportation effect, you may use an attack of opportunity to drop a bomb in your space before you are relocated. Your bomb detonates as soon as you are teleported away, unless you possess the ability to delay the explosion.

EXTRACT|POISON

You are able to harvest poisons and venom from creatures who possess them.

Prerequisites: Knowledge (arcana, dungeoneering, local, nature, or planes) 3 ranks, poison use class feature.

Benefit: By spending 1 minute with a willing, helpless, or recently deceased (no more than one hour) creature with the poison monster ability, you may attempt to extract some of its poison for your own use. Doing so requires a Knowledge check of the same field of study required to identify the creature (e.g., arcana for magical beasts, nature for animals). The DC of this check is equal to the poison's save DC. If you succeed, you harvest one dose of poison

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plus one additional dose for every increment of 5 by which you beat the DC. If you roll a natural 1, you expose yourself to the poison. This feat can be used once per creature.

GREATER BREW POTION

You have unlocked the secrets of brewing potions of greater potency.

Prerequisites: Alchemist level 11th, Brew Potion, Craft (alchemy) 10 ranks.

Benefits: You may brew potions of any formulae you know, using your alchemist level as your caster level.

Table: Potion costs

	950 gj	p
5th:	1,250	
6th:	2,175	

GREATER ESSENCE OF BEING

Your essence of being has reached a nearly pure form.

Prerequisites: Alchemist level 11th, Essence of Being, Improved Essence of Being, Heal 11 ranks, Knowledge (arcana) 11 ranks.

Your essence of being now also grants you the benefit of the 9th-level bloodline power of its linked bloodline. You may now also cast the 5th-level bloodline spell for that bloodline as a spell-like ability once during the duration of the essence of being.

IMPROVED ESSENCE OF, BEING

With study and experimentation, you can now pull greater latent magical energy from creatures' blood.

Prerequisites: Alchemist level 5th, ability to create mutagens, Essence of Being, Heal 5 ranks, Knowledge (arcana) 5 ranks.

Benefits: Now even more potent, your essence of being also grants you the benefit of the 3rd-level bloodline power of its linked bloodline. In addition, you may also cast the 3rd-level bloodline spell for that bloodline once as a spell-like ability during the duration of the essence of being.

MUTUALLY/ASSURED DESTRUCTION

As a last-ditch effort, you detonate all of your bombs at once.

Prerequisites: None.

Benefit: As a full-round action, you may detonate any bombs you have left for the day. Doing so deals the damage of your bomb plus half that damage for every bomb beyond the first in a 15-foot radius around you; adjacent creatures take the bomb damage, not the splash

damage. Attempting this is effectively a coup de grace against yourself, unless you are immune to the damage of your bombs.

PERFECTED ESSENCE OF BEING

Squeezing every last drop of magical energy from a creature's blood, you instill yourself with sorcerous powers.

Prerequisites: Alchemist level 17th, Essence of Being, Greater Essence of Being, Improved Essence of Being, Heal 15 ranks, Knowledge (arcana) 15 ranks.

Benefits: Your essence of being now grants you the benefit of the 15th-level bloodline power of its linked bloodline. In addition, you may cast the bloodline spells of 7th, 9th, 11th, and 15th level once each during the duration of the essence of being.

POISONOUS BREATH

You no longer fear airborne poison; in fact, you embrace it.

Prerequisites: Alchemist level 10th, poison use class feature.

Benefit: When you have an inhaled poison in your lungs, you may forcefully expel it as a standard action, filling a 15-foot cone in front of you. Creatures in that cone are subject to the poison as normal.

POTENTIESSENCE

Digging deeper into blood studies has allowed you to unlock hidden potential.

Prerequisites: Alchemist level 7th, Essence of Being, Improved Essence of Being.

Benefit: When you create an essence of being, you may choose to instill it with one bloodline feat of the linked bloodline. You gain the benefits of that feat as long as you are under the effects of the essence of being.

SPLASH WEAPON EXPERTISE

You tinker with splash weapons, giving them new functionalities.

Prerequisites: Splash Weapon Mastery, Throw Anything, Weapon Focus (splash weapons).

Fire: When you throw a splash weapon that deals fire damage, anyone it hit gets coated with sticky burning tar that immediately lights it on fire. The target takes 1d6 fire damage each turn until it spends a full-round action scraping the tar off, it takes any cold damage, or an effect extinguishes the fire.

Acid: Splash weapons that deal acid damage are particularly potent, eating away at the ground they cover. When

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you throw a splash weapon that deals acid damage, the area it covers becomes difficult terrain so long as its hardness is less than 5.

Cold: Splash weapons that deal cold damage coat their area in a sheet of slippery ice. Creatures moving through this area must make a DC 15 Acrobatics check or fall prone; moving at half speed reduces the DC to 10. This ice sheet lasts for a number of rounds equal to the number of damage dice the splash weapon deals.

Electricity: Splash weapons that deal electricity damage leave your opponents in shock and awe. Opponents who take electricity damage from your splash weapons are left dazzled and deafened for 1d4 rounds.

UNSTABLE BOMBS

You can combine bombs to make them more potent but incredibly unstable.

Prerequisite: Bomb class feature.

Benefit: As a full-round action, you may combine unused bombs, up to a number equal to your Intelligence modifier, together into a large flask and then hurl it at your opponents. For each bomb after the first you add, the bomb's damage increases by half the dice your bomb would deal. If you add bombs of different types, add all the effects of those bombs. When you attempt to use the unstable bomb, it might explode violently and immediately. The change of this happening is a cumulative 5% for each bomb added, and 10% for any bombs of a different type from the original. If the unstable bomb explodes in this way, choose one corner of your square to treat as the targeted intersection for the splash weapon.

WILD MUTAGEN

As you experiment with new ingredients and processes, your mutagen takes on unpredictable effects.

Prerequisite: Ability to create a mutagen or cognatogen.

A wild mutagen has varying effects, both beneficial and detrimental. Roll twice on the following table. The results are applied to your mutagen (or cognatogen) in addition to its usual effects and last for the same duration.

D20

1 You gain 2 temporary negative levels
2 You become immune to fire damage
3 You can breathe underwater
4 You are slowed, as per <i>slow</i>
5 You gain DR 3/—
6 Reverse the ability score modifications of your mutagen
(positive becomes negative and vice versa)
7 You gain a climb speed of 30 feet
8 You become fatigued
9 You gain the effects of arcane sight
10 You become deafened
11 Your size increases by one category
12 Your size decreases by one category
13 You gain fast healing 1
14 You gain vulnerability to cold iron
15 Your skin changes color periodically
16 You gain a bite attack
17 You lose the ability to speak
18 You become sickened
19 You become unnaturally hairy
20 Roll twice, ignoring this result if it is rolled again

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