

BAB Low

HP per Lv 6(d8)

Weapon Proficiency any 2group

Armor Proficiency Light

Saving Throw Proficiency Fortitude, Reflex

Lv	Class Ability
1st	Spells , alchemy , bomb , Throw Anything
2nd	Discovery , poison resistance +2 , poison use
3rd	Swift alchemy , mutagen
4th	Discovery
5th	Poison resistance +4
6th	Discovery , swift poisoning
7th	--
8th	Discovery , poison resistance +6
9th	--
10th	Discovery , poison immunity
11th	--
12th	Discovery
13th	--
14th	Discovery , persistent mutagen
15th	--
16th	Discovery
17th	--
18th	Discovery , instant alchemy
19th	--
20th	Grand discovery

Spells: An alchemist casts arcane spells from alchemist spell list. Her casting type is Prepared 6th casting, and her casting ability is Intelligence.

A alchemist prepare spells from his formula book. Formula book には、Alchemist が唱えられる Core に載っている呪文が書き込まれている。Lv が上がって新しい Lv の呪文が唱えられるようになると、Alhcemist は日々の勉強から、Formula book に新しいLv の呪文を書き込む。

Alchemist の呪文は、extracts という特殊な魔法のポーションの形で実現される。このため、Alchemist の全ての呪文は Somatic Component を持つが、Verbal Component を持たない。

After long rest, an alchemist must spend 1 hour studying his formula book to regain her daily allotment of spells and prepare spells. Formula book が無い場合、alchemist は呪文を準備し直すことができないが、spell slot は回復するため、前日に準備した呪文を使うことができる。

Alchemy(Ex): Alchemist は Science の Skill に Proficient している。また、Science を使って Potion や Alchemy Item を作成する時、Skill check に 1/2 クラスレベルのボーナスを得る。

Bomb (Su): In addition to magical extracts, alchemists are adept at swiftly mixing various volatile chemicals and infusing them with their magical reserves to create powerful bombs that they can hurl at their enemies. An alchemist can use a number of bombs each day equal to his class level + his Intelligence modifier. Bombs are unstable, and if not used in the round they are created, they degrade and become inert; their method of creation prevents large volumes of explosive material from being created and stored. In order to create a bomb, the alchemist must use a small vial containing an ounce of liquid catalyst; the alchemist can create this liquid catalyst from small amounts of chemicals from an alchemy lab, and these supplies can be readily refilled in the same manner as a spellcaster's component pouch. Most alchemists create a number of catalyst vials at the start of the day equal to the total number of bombs they can create in that day; once created, a catalyst vial remains usable by the alchemist for years.

Drawing the components of, creating, and throwing a bomb requires a standard action that provokes an attack of opportunity. Range of bomb is 20ft. and target one creature. You must make a ranged touch attack to hit the target. On a direct hit, an alchemist's bomb inflicts 1d6 points of fire damage per class level + additional damage equal to the alchemist's Intelligence modifier. 命中の有無に関わらず、対象の 5ft 周辺にいるクリーチャーは 1 point fire damage per class level を受ける。命中しなかった場合、対象のクリーチャーもこの飛沫ダメージを受ける。

Alchemists can learn new types of bombs as discoveries (see the Discovery ability) as they level up. An alchemist's bomb, like an extract, becomes inert if used or carried by anyone else.

Mutagen (Su): At 3rd level, an alchemist discovers how to create a mutagen that he can imbibe in order to heighten his physical prowess at the cost of his personality. It takes 1 minute to brew a dose of mutagen, and once brewed, it remains potent until used. An alchemist can only maintain one dose of mutagen at a time; if he brews a second dose, any existing mutagen becomes inert. As with an extract or bomb, a mutagen that is not in an alchemist's possession becomes inert until an alchemist picks it up again.

When an alchemist brews a mutagen, he selects one physical ability score; either Strength, Dexterity, or Constitution. It's a standard action to drink a mutagen. Upon being imbibed, the mutagen causes the alchemist to grow bulkier and more bestial, granting him a +2 natural armor bonus and a +4 alchemical bonus to the selected ability score for 24 hours. In addition, while the mutagen is in effect, the alchemist takes a -2 penalty to one of his mental ability scores. If the mutagen enhances his Strength, it applies a penalty to his Intelligence. If it enhances his Dexterity, it applies a penalty to his Wisdom. If it enhances his Constitution, it applies a penalty to his Charisma. Alchemist can dismiss this effect with a standard action (by drinking anti-mutagen).

An alchemist can brew 1 mutagen per day. On 8th level and 14 level, he may create mutagen one additional time per day.

A non-alchemist who drinks a mutagen must make a Fortitude save (DC 10 + 1/2 the alchemist's level + the alchemist's Intelligence modifier) or become nauseated for 1 hour; a non-alchemist can never gain the benefit of a mutagen, but an alchemist can gain the effects of another alchemist's mutagen if he drinks it. (Although if the other alchemist creates a different mutagen, the effects of the "stolen" mutagen immediately cease.) The effects of a mutagen do not stack. Whenever an alchemist drinks a mutagen, the effects of any previous mutagen immediately end.

Throw Anything (Ex): All alchemists gain the Throw Anything feat as a bonus feat at 1st level. An alchemist adds his Intelligence modifier to damage done with splash weapons, including the splash damage if any. This bonus damage is already included in the bomb class feature.

Discovery (Su): At 2nd level, and then again every 2 levels thereafter (up to 18th level), an alchemist makes an incredible alchemical discovery. Unless otherwise noted, an alchemist cannot select an individual discovery more than once. Some discoveries can only be made if the alchemist has met certain prerequisites first, such as uncovering other discoveries. Discoveries that modify bombs that are marked with an asterisk (*) do not stack. Only one such discovery can be applied to an individual bomb. The DC of any saving throw called for by a discovery is equal to 10 + 1/2 the alchemist's level + the alchemist's Intelligence modifier.

Acid bomb*: When the alchemist creates a bomb, he can choose to have it inflict acid damage. Creatures that take a direct hit from an acid bomb take an additional 1d6 points of acid damage 1 round later.

Combine extracts: When the alchemist creates an extract, he can place two formulae into one extract. When the extract is consumed, both formulae take effect. This extract has a level two levels higher than the highest-level formulae placed in the extract. An alchemist must be at least 8th level before selecting this discovery. 呪文を準備するときに、Combine した呪文として準備する必要がある。

Concentrate poison: The alchemist can combine two doses of the same poison to increase their effects. This requires two doses of the poison and 1 minute of concentration. When completed, the alchemist has one dose of poison. The poison's frequency is extended by 50% and the save DC increases by +2. This poison must be used within 1 hour of its creation or it is ruined.

Concussive bomb*: When the alchemist creates a bomb, he can choose to have it inflict sonic damage. Concussive bombs deal 1d4 points of sonic damage, plus 1d4 points of sonic damage for every odd-numbered level, instead of 1d6. Creatures that take a direct hit from a concussive bomb are deafened for 1 minute unless they succeed at a Fortitude save. An alchemist must be at least 6th level before selecting this discovery.

Delayed bomb: The alchemist can place a bomb so that it explodes a number of rounds after the alchemist ceases contact with the bomb. This delay can be any number of rounds as chosen by the alchemist, up to a number of rounds equal to his level. If at any point the alchemist reclaims possession of the delayed bomb, he can end the timer and prevent the bomb's detonation. A delayed bomb detonates immediately if any other creature attempts to touch or move it, or if the bomb's contents are removed from the vial (such as if the vial breaks). The bomb deals damage as if it scored a direct hit to any creature in the square with the

bomb when it detonates, and splash damage to all adjacent creatures as normal. An alchemist cannot have more than one delayed bomb at one time. If he creates another delayed bomb, the previous bomb becomes inert. Dispel magic can neutralize a delayed bomb, as can a successful Disable Device check (DC equals 10 + the alchemist's level + the alchemist's Intelligence modifier). An alchemist must be at least 8th level before selecting this discovery.

Dilution: Once per day, the alchemist can dilute any one potion or elixir, creating two doses of the same potion from one. Diluting a potion costs a number of gp equal to one-quarter of the potion's market value. A potion that has been diluted cannot be diluted again. This discovery cannot be used to dilute extracts or mutagens. An alchemist must be at least 12th level before selecting this discovery.

Dispelling Bomb: When the alchemist creates a bomb, he can choose to have it dispel magic effects instead of deal damage. Creatures that take a direct hit from a dispelling bomb are subject to a targeted dispel magic spell, using the alchemist's level as the caster level. This cannot be used to target a specific spell effect. The alchemist must be at least 6th level before selecting this discovery.

Elixir of life: Once per day, the alchemist can brew an elixir of life. This special concoction costs 25,000 gp to create and takes 1 hour of work. An elixir of life, when administered by the alchemist who brewed it, restores life to a dead creature as per the spell true resurrection. Alternatively, the alchemist himself may drink the elixir of life, after which point he is immediately targeted with a resurrection spell the next time he is killed. Used in this manner, the effects of an elixir of life persist only for a number of days equal to the alchemist's Intelligence modifier; if he does not die before that time expires, the effects of the elixir of life end. An alchemist must be at least 16th level before selecting this discovery.

Enhance potion: A number of times per day equal to his Intelligence modifier, the alchemist can cause any potion he drinks to function at a caster level equal to his class level.

Eternal potion: If an alchemist drinks a potion that he extends, the effects of that potion become permanent until he chooses to make another potion effect permanent. An alchemist must be at least 16th level and must possess the extend potion discovery before selecting this discovery.

Explosive bomb*: The alchemist's bombs now have a splash radius of 10 feet rather than 5 feet. Creatures that take a direct hit from an explosive bomb catch fire, taking 1d6 points of fire damage each round until the fire is extinguished. Extinguishing the flames is a full-round action that requires a Reflex save. Rolling on the ground provides the target with a +2 to the save. Dousing the target with at least 2 gallons of water automatically extinguishes the flames.

Extend potion: A number of times per day equal to his Intelligence modifier, the alchemist can cause any potion he drinks that does not have an instantaneous duration to function at twice its normal duration. This does not apply to extracts.

Feral mutagen: Whenever the alchemist imbibes a mutagen, he gains two claw attacks and a bite attack. These are primary attacks and are made using the alchemist's full base attack bonus. The claw attacks deal 1d6 points of damage (1d4 if the alchemist is Small) and the bite attack deals 1d8 points of damage (1d6 if

the alchemist is Small). While the mutagen is in effect, the alchemist gains a +2 competence bonus on Intimidate skill checks.

Force bomb*: When the alchemist creates a bomb, he can choose to have it inflict force damage. Force bombs deal 1d4 points of force damage per level, instead of 1d6. Creatures that take a direct hit from a force bomb are knocked prone unless they succeed on a Reflex save. An alchemist must be at least 8th level before selecting this discovery.

Frost bomb*: When the alchemist creates a bomb, he can choose to have it inflict cold damage. Creatures that take a direct hit from a frost bomb are staggered on their next turn unless they succeed on a Fortitude save.

Grand mutagen: The alchemist's mutagen now grants a +6 natural armor bonus, a +8 alchemical bonus to one ability score (Strength, Dexterity, or Constitution), a +6 alchemical bonus to a second physical ability score, and a +4 alchemical bonus to a third physical ability score. The alchemist takes a -2 penalty to his Intelligence, Wisdom, and Charisma as long as the mutagen persists (see Mutagen). An alchemist must be at least 16th level and must possess the greater mutagen discovery before selecting this discovery.

Greater mutagen: The alchemist's mutagen now grants a +4 natural armor bonus, a +6 alchemical bonus to one physical ability score (Strength, Dexterity, or Constitution), and a +4 alchemical bonus to a second physical ability score. The alchemist takes a -2 penalty on both associated mental ability scores as long as the mutagen persists. An alchemist must be at least 12th level before selecting this discovery.

Infuse mutagen: When the alchemist creates a mutagen, he can infuse it with an extra bit of his own magical power. This inflicts 2 points of Intelligence damage to the alchemist and costs 1,000 gp in rare reagents, but the mutagen created persists on its own and is not rendered inert if the alchemist creates another mutagen. This allows an alchemist to create different types of mutagens and keep them handy for emergencies. This does not allow an alchemist to gain the effects of multiple mutagens; only the most recently imbibed mutagen has any effect.

Inferno bomb*: The effects of the smoke created by an alchemist's bomb duplicate the effects of incendiary cloud instead of fog cloud, filling an area equal to twice the bomb's splash radius for 1 round per level. An alchemist must be at least 16th level and must possess the smoke bomb discovery before selecting this discovery.

Madness bomb: The alchemist's bombs do more than sear flesh; they sear the mind. A creature that takes a direct hit from a madness bomb takes damage from the bomb plus 1d4 points of Wisdom damage. Reduce the amount of normal damage dealt by the bomb by 2d6 (so a bomb that would normally deal 6d6 +4 points of damage deals 4d6+4 points of damage instead). The amount of Wisdom damage dealt by a madness bomb is reduced by 1 for each madness bomb that hit the target in the past 24 hours, to a minimum of 1 point of Wisdom damage. An alchemist must be at least 12th level before selecting this discovery.

Poison bomb*: The effects of the smoke created by an alchemist's bomb duplicates the effects of cloudkill

instead of fog cloud, filling an area equal to twice the bomb's splash radius for 1 round per level. An alchemist must be at least 12th level and must possess the smoke bomb discovery before selecting this discovery.

Precise bombs: Whenever the alchemist throws a bomb, he can select a number of squares equal to his Intelligence modifier that are not affected by the splash damage from his bombs. If the bomb misses, this discovery has no effect.

Shock bomb*: When the alchemist creates a bomb, he can choose to have it inflict electricity damage. Creatures that take a direct hit from a shock bomb are dazzled for 1d4 rounds.

Smoke bomb*: When the alchemist creates a bomb, he can choose to have it create a cloud of thick smoke when it detonates. The cloud functions as fog cloud, filling an area equal to twice the bomb's splash radius for 1 round per level.

Sticky bomb: The effects of the alchemist's bombs are persistent and continue to damage creatures for 1 round after the initial damage. Creatures that take a direct hit from a sticky bomb take the splash damage 1 round later. Bombs that have effects that would normally occur 1 round later instead have those effects occur 2 rounds later. An alchemist must be at least 10th level before selecting this discovery.

Sticky poison: Any poison the alchemist creates is sticky; when the alchemist applies it to a weapon, the weapon remains poisoned for a number of strikes equal to the alchemist's Intelligence modifier. An alchemist must be at least 6th level before selecting this discovery.

Stink bomb*: The effects of the smoke created by an alchemist's bomb can duplicate the effects of stinking cloud instead of fog cloud, filling an area equal to twice the bomb's splash radius for 1 round. An alchemist must possess the smoke bomb discovery before selecting this discovery.

Poison Resistance (Ex): At 2nd level, an alchemist gains a +2 bonus on all saving throws against poison. This bonus increases to +4 at 5th level, and then again to +6 at 8th level. At 10th level, an alchemist becomes completely immune to poison.

Poison Use (Ex): Alchemists are trained in the use of poison and starting at 2nd level, cannot accidentally poison themselves when applying poison to a weapon.

Swift Alchemy (Ex): At 3rd level, an alchemist can create alchemical items with astounding speed. It takes an alchemist half the normal amount of time to create alchemical items, and he can apply poison to a weapon as a move action.

Swift Poisoning (Ex): At 6th level, an alchemist can apply a dose of poison to a weapon as a swift action.

Instant Alchemy (Ex): At 18th level, an alchemist can create alchemical items with almost supernatural speed. He can create any alchemical item as a full-round action if he succeeds at the Craft (alchemy) check and has the appropriate resources at hand to fund the creation.

Grand Discovery (Su): At 20th level, the alchemist makes a grand discovery. He immediately learns two normal discoveries, but also learns a third discovery chosen from the list below, representing a truly astounding alchemical breakthrough of significant import. For many alchemists, the promise of one of these grand discoveries is the primary goal of their experiments and hard work.

Fast Healing: The alchemist's flesh responds to damage with shocking speed—he gains fast healing 5.

Philosopher's Stone: The alchemist learns how to create a philosopher's stone, and can do so once per month at no cost. Creating a philosopher's stone takes 1 day of work.

Poison Touch: The alchemist gains a poisonous touch, as if under the effects of a poison spell. He can suppress or activate this ability as a free action. The physical appearance of how the alchemist generates and delivers his poisonous touch varies from alchemist to alchemist.

True Mutagen: The alchemist's mutagen now grants a +8 natural armor bonus and a +8 alchemical bonus to Strength, Dexterity, and Constitution. The alchemist takes a –2 penalty to his Intelligence, Wisdom, and Charisma as long as the mutagen persists (see Mutagen). An alchemist must possess the grand mutagen discovery before selecting this discovery.