QUICK ALCHEMY ❖
ALCHEMIST

MANIPULATE

Cost: 1 batch of infused reagents

Requirements: You have the alchemist's tool (CRB 287), the formula for the alchemical item you're creating, and a free hand.

You swiftly mix up a short-lived alchemical item to use at a moment's notice. You create a single alchemical item of your advanced alchemy level or lower that's in your formula book, without having to spend the normal monetary cost in alchemical reagents or needing to attempt a Crafting check. This item has the Infused trait, but it remains potent only until the start of you next turn.

QUICK BOMBER ❖
ALCHEMIST

You keep your bombs in easy-to-reach pouches from which you draw without thinking. You Interact to draw a bomb, then Strike with it.

SMOKE BOMB ❖
ALCHEMIST **ADDITIVE 1**

Frequency: Once per round

Trigger: You use Quick Alchemy to craft an alchemical bomb with at least 1 level lower than your advanced alchemy level.

You cause the bomb to create a cloud of thick smoke, in addition to its normal effects. When thrown, the bomb creates a cloud of smoke in a 10-foot-radius burst. You choose which corner of the target's space (or space in which the bomb lands) the cloud is centered on. Creatures within the area have the Concealed condition, and all other creatures are Concealed to them. The smoke lasts for 1 minute or until dissipated by a strong wind.

COMBINE ELIXIRS ❖
ALCHEMIST

ADDITIVE 2

Frequency: Once per round

Trigger: You use Quick Alchemy to craft an alchemical item that has the Elixir trait and is at least 2 levels lower than your advanced alchemy level.

You've discovered how to mix two elixirs into a single hybrid concoction. You spend 2 additional batches of infused reagents to add a second elixir to the one you're crafting. The second elixir must also be at least two levels lower than your advanced alchemy level, and the combination elixir is an alchemical item two levels higher than the higher of the two elixirs' levels. When this combined elixir is consumed, both component elixirs take effect.

DEBILITATING BOMBS ❖
ALCHEMIST

ADDITIVE 2

Frequency: Once per round

Trigger: You use Quick Alchemy to craft an alchemical bomb that is a t least 2 levels lower than your advanced alchemy level.

Your bombs impose additional effects on your enemies. You mix a substance into the bomb that causes one of the following effects: Dazzled, Deafened, Flat-footed, or a −5-foot status penalty to Speeds. If the attack with the bomb hits, the target must succeed at a Fortitude saving throw or suffer the effect until the start of your next turn. Use you class DC for this saving throw (even if someone else throws the bomb).

STICKY BOMB ❖
ALCHEMIST

ADDITIVE 2

Frequency: Once per round

Trigger: You use Quick Alchemy to craft an alchemical bomb, and that bomb's level is at least two lower than your advanced alchemy level.

You mix in an additive to make the bomb's contents adhere to the target and continue to deal damage. A creature that takes a direct hit from one of your sticky bombs also takes persistent damage equal to and of the same type as the bomb's splash damage. If the bomb already deals persistent damages, combine the two amounts.

MERCIFUL ELIXIR ❖
ALCHEMIST **ADDITIVE 2**

Frequency: Once per round

Trigger: You use Quick Alchemy to craft an alchemical bomb, and that bomb's level is at least two lower than your advanced alchemy level.

You mix a special additive into your elixir that calms the drinker's body and mind. The elixir of life attempts to counteract one fear effect or one effect imposing the Paralyzed condition on the drinker.

EXPLOITIVE BOMB ❖
ALCHEMIST

ADDITIVE 2

Frequency: Once per round

Trigger: You use Quick Alchemy to craft an alchemical bomb, and that bomb's level is at least two lower than your advanced alchemy level.

You mix a substance into the bomb to foil resistances. The bomb reduces any Resistance the enemy has to its damage type by an amount equal to your level, but only for that attack.

MEGA BOMB ❖
ALCHEMIST **ADDITIVE 3**

Prerequisites: Expanded Splash

Requirements: You are holding an infused alchemical bomb you crafted, with a level at least 3 lower than your advanced alchemy level.

You add an incredibly powerful additive to a held bomb to create a mega bomb, greatly increasing its area and power. You use the Interact action to throw the mega bomb, rather than to Strike, and you don't make an attack roll. The mega bomb affects creatures in a 30-foot-radius burst, centered within 60 feet of you. The bomb deals damage as if each creature were the primary target, with a basic Reflex save. On a failed save, a creature also takes any extra effects that affect a primary target (such as Flat-footed from bottled lightning). While all targets in the area take the splash damage as primary targets, there is no further splash damage beyond that area. If your next action after creating a mega bomb isn't an Interact to throw it, the mega bomb denatures and loses all effects.