

Apothecary

For various reasons - prejudice, lack of magical talent, or sheer contrariness - the apothecary eschews traditional magical methods of healing. Whenever a patient makes a miraculous recovery without its aid, the apothecary proves his worth, proves that magic is nothing but a convenient shortcut.

The apothecary is an archetype of the chemist class.

Limit Break (Su): At 1st level, the apothecary receives the Limit Break (Perfect Touch).

Perfect Touch (Su): This Limit Break allows the apothecary to perfect his field medicine ability. For the duration of 1 round + 1 round per four chemist levels after 1st, when the apothecary uses his field medicine ability, it heals for maximum. This limit break requires only a swift action.

This ability replaces the Limit Break (Perfect Bomb).

Field Medicine (Ex): At 1st level, an apothecary can treat wounds (his own or those of others) by touch. Each day he can use this ability a number of times equal to half his chemist level plus his Wisdom modifier. With one use of this ability, an apothecary can heal 1d6 hit points of damage + an additional 1d6 for every two chemist levels after 1st he possesses. Using this ability is a standard action, unless the apothecary targets himself, in which case it is a swift action. An apothecary needs one hand free hand to use this ability. In place of a discovery, the apothecary can select one blessing from the holy knight's list, using his chemist level to determine which are available. This blessing applies to both Field Medicine and Spontaneous Healing, if the apothecary has both.

This ability replaces bomb.

Mad Doctor: In a land of magic, the apothecary is determined to heal others through science instead. All discoveries and grand discoveries the apothecary takes are considered (Ex) even when they would normally be (Su). This applies to alchemical items the apothecary crafts as well. Any discovery or alchemical item that allows a save takes a -2 penalty to the save DC.

This ability replaces throw anything.

Soldier's Draught (Ex): At 6th level, the apothecary can whip up a special concoction to help a soldier ignore his weariness. Drinking this potion grants the drinker temporary hit points equal to the apothecary's chemist level and a +4 bonus to Fortitude saves. It also allows him to temporarily ignore the negative effects of ability drain, ability damage, negative levels and the status effects disease, exhaustion, fatigue, poison and sleep. While suppressed, any duration these effects have are paused and resume after the potion wears off.

The effects of this potion last until the end of battle; if there are any temporary hit points remaining they disappear. In addition to the status effects gained before or during the potion's duration, the imbiber is fatigued until he rests. If the character is already fatigued, he is instead exhausted until he rests. If the character is already exhausted, he must make a Fortitude save (DC 10 + half of the chemist's level + his Intelligence modifier) each round or take 1 point of non-lethal damage until he rests for 8 hours or falls unconscious. If the character falls unconscious, when he wakes up he remains exhausted. If the character rests for 8 hours, when he wakes up he remains fatigued.

This ability replaces the discovery gained at 6th level.

Resuscitate (Ex): At 15th level, the apothecary can revive a character who has died. As a full round action, if the apothecary is able to administer aid within 10 rounds of the character's death, he can make a Heal check. Heal skill: DC 20 + the negative Hit Points. If the check succeeds, the dead character can make a Fortitude save

(DC 10 + the negative Hit Points) to stabilize and be restored to 1 hit point. If the apothecary fails the skill check or the patient fails the Fortitude save, the dead character can't be restored with this ability.

This ability replaces defensive bombing.