Demolitionist

Master of explosives and usually found within the middle ranks of any party. A demolitionist uses his explosives to bait and limit foes where they can go, change the ground to create holes and pits, or just use his grenades to simply blow things up.

The demolitionist is an archetype of the engineer class.

Limit Break (Su): At 1st level, the demolitionist receives the Limit Break (Perfect Grenade).

Perfect Grenade (Su): This Limit Break allows the demolitionist to create the perfect grenade. For the duration of 1 round + 1 round per four engineer levels after 1st, the demolitionist creates one of these grenades which he can throw at double the normal range and deals maximum damage. This limit break requires only a swift action.

This ability replaces the Limit Break (Overdrive).

Grenade (Ex): At 1st level, a demolitionist is skilled at creating explosive devices. Drawing the components of, creating, and throwing a grenade requires a standard action that provokes an attack of opportunity. Thrown grenades have a range of 20 feet, with a burst radius of 10 feet, and use the Throw Splash Weapon special attack. Grenades are considered weapons and can be selected using feats such as Point-Blank Shot and Weapon Focus. On a direct hit, a demolitionist's grenade explodes into shrapnels and inflicts 1d6 points of slashing damage + additional damage equal to his Intelligence modifier.

The damage of a demolitionist's grenade increases by 1d6 points at every three engineer levels after 1st (this bonus damage is not multiplied on a critical hit or by using feats such as Vital Strike). Radius damage from a grenade is always equal to the grenade's minimum damage (so if the grenade would deal 2d6+4 points of slashing damage on a direct hit, its radius damage would be 6 points of slashing damage). Those caught in the radius damage can attempt a Reflex save for half damage. The DC of this save is equal to 10 + half of the engineer's level + his Intelligence modifier.

A demolitionist can learn new types of grenades as engineer tricks (see below) as he levels up. A demolitionist's grenade becomes inert if used or carried by anyone else.

This ability replaces automaton.

Explosive Specialist (Ex): Also at 1st level, a demolitionist gains a bonus equal to half his engineer level, rounded down, (minimum of 1) to all Craft (Explosives) skill checks. Additionally, the saving throw DCs of explosives made by the demolitionist are always 10 + half of the engineer's level + his Intelligence modifier.

This ability replaces crafter.

Structural Knowledge (Ex): At 2nd level, a demolitionist gains Improved Sunder as a bonus feat, even if he does not meet the prerequisites.

This ability replaces tinkering.

Engineer Tricks: A demolitionist loses access to the augmentation engineer tricks as well as core detonator and scavenge core engineer tricks. But he gains access to the following engineer tricks (tricks that modify grenades that are marked with an asterisk (*) do not stack. Only one such trick can be applied to an individual grenade):

Arc Grenade (Ex):* When the demolitionist creates a grenade, he can have it explode into a lightning spark, dealing lightning damage. In addition, those within the burst radius must make a Fortitude save (DC 10 +

half of the engineer's level + his Intelligence modifier) or be inflicted with the Static status for 1d6 rounds. **Prerequisite:** The demolitionist must be at least 8th level to select this trick.

Bang Grenade (Ex)*: When the demolitionist creates a grenade, he can choose to have it deal no damage but staggers creatures for 1 round and deafens them for 1d4 rounds, a successful Fortitude save (DC 10 + half of the engineer's level + his Intelligence modifier) negates this effect.

Bombard (Ex): The demolitionist is able to produce and throw an additional grenade at a -5 penalty as part of a full-attack. **Prerequisite:** The demolitionist must be at least 6th level to select this trick.

C4 (Ex)*: The demolitionist can convert a grenade into a delayed incendiary device so that it explodes when he activates the detonator. Detonating a C4 is a free action. A C4 detonates immediately if any other creature attempts to touch or move it. The C4 deals damage as if it scored a direct hit to any creature in the square with the C4 when it detonates, and radius damage to all creatures within range as normal. A demolitionist cannot have more than a number of C4 devices equal to his Intelligence modifier at one time. If he creates another C4 beyond his limit, the previous C4 becomes inert. A successful Disable Device check (DC 10 + the engineer's level + his Intelligence modifier) can neutralize a C4. **Prerequisite:** The demolitionist must be at least 12th level to select this trick.

Concussion Grenade (Ex)*: When the demolitionist creates a grenade, he can choose to have it deal bludgeoning damage instead.

Cryo Grenade (Ex)*: When the demolitionist creates a grenade, he can have it explode into an icy burst, dealing ice damage. In addition, those within the burst radius must make a Fortitude save (DC 10 + half of the engineer's level + his Intelligence modifier) or be inflicted with the Frozen status for 1d6 rounds. **Prerequisite:** The demolitionist must be at least 8th level to select this trick.

Demolition Charge (Ex)*: When the demolitionist creates a grenade, he can choose to have it deal damage to an object as if by a sunder combat maneuver. If the item is worn or held by an opponent, the item is considered the direct target, and the wearer/holder takes radius damage from the blast. If the object is unattended, a demolition charge deals an additional 2d6 points of damage on a direct hit. This bonus doesn't affect the grenade's radius damage.

EMP Grenade (Ex)*: When the demolitionist creates a grenade, he can choose to have it emits a pulse of electromagnetic energy on impact that cannot harm living creatures, but deals lightning damage to robots. An EMP grenade can harm shindroids and creatures with cybernetic implants, but they take half damage from a hit. A creature that takes damage from an EMP grenade must also succeed at a Fortitude save (DC 10 + half of the engineer's level + his Intelligence modifier) or be staggered for 1d4 rounds.

Explosive Grenade (Ex)*: The demolitionist's grenades now have a radius of 20 feet rather than 10 feet. Creatures that take a direct hit from an explosive grenade 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. **Prerequisite:** The demolitionist must be at least 4th level to select this trick.

Flashbang (Ex)*: When the demolitionist creates a grenade, he can choose for it to detonate very brightly. Creatures that take a direct hit from a flashbang are inflicted with the Blind status for 1 minute unless they succeed at a Fortitude save. Creatures in the radius area that fail their saves against the grenade are dazzled for 1 minute. **Prerequisite:** The demolitionist must be at least 4th level to select this trick.

Flechette Grenade (Ex)*: When the demolitionist creates a grenade, he can choose to have it deal piercing damage instead.

Greater Bombard (Ex): The demolitionist is able to produce and throw a third grenade at a -10 penalty as part of a full-attack. **Prerequisites:** The demolitionist must be at least 12th level and have the bombard engineer trick to select this trick.

Improved Demolitions (Ex): The demolitionist is able to draw and throw an explosive quickly. Any explosives that requires a full-round action to draw and throw now only requires a standard action. In addition, the demolitionist adds his Intelligence modifier to the damage of explosives and any explosives he crafts use the following formula for calculating DCs (DC 10 + half of the engineer's level + his Intelligence modifier).

Precise Grenades (Ex): Whenever the demolitionist throws a grenade, he can select a number of squares equal to his Intelligence modifier that are not affected by the radius damage from his grenades. If the grenade misses, this trick has no effect.

Smoke Grenade (Ex)*: Whenever the demolitionist throws a grenade, he can explode into smoke, dealing no damage. On the round when it is thrown, a smoke grenade fills the four squares around it with smoke. On the following round, it fills all squares within 10 feet and on the third round it fills all squares within 15 feet. The smoke obscures all sight, including the darkvision ability granted by night vision goggles. Any individual within the area has total concealment. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. A demolitionist can have smoke grenades in several colors, including white, red, yellow, green and purple. As such, they can be used as signal devices.

Tear Gas Grenade (Ex)*: Whenever the demolitionist throws a grenade, he can explode into a cloud of tear gas, dealing no damage. On the round that it is thrown, a tear gas grenade fills a 5-foot radius with a cloud of irritant that causes eyes to fill with tears. On the following round, it fills a 10-foot radius and on the third round it fills a 15-foot radius. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. A character caught in a cloud of tear gas must make a Fortitude save (DC 10 + half of the engineer's level + his Intelligence modifier) or be nauseated. This effect lasts as long as the character is in the cloud and for 1d6 rounds after he or she leaves the cloud. A gas mask renders the target immune to the effects. A wet cloth held over the eyes, nose and mouth provides a +2 bonus on the Fortitude save.

Thermite Grenade (Ex)*: When the demolitionist creates a grenade, he can have it create intense heat meant to burn, dealing fire damage instead. In addition, those within the burst radius must make a Fortitude save (DC 10 + half of the engineer's level + his Intelligence modifier) or be inflicted with the Burning status for 1d6 rounds. **Prerequisite:** The demolitionist must be at least 8th level to select this trick.

Twin Pin Puller (Ex): As a standard action, a demolitionist can throw 2 grenades at once, but it deals damage without his Intelligence modifier. **Prerequisite:** The demolitionist must be at least 4th level to select this trick.

White Phosphorus Grenade (Ex)*: When the demolitionist creates a grenade, he can cause it to distribute burning phosphorus across the burst radius. Any target that takes damage from a white phosphorus grenade is dealt an additional 2d6 points of fire damage in the following round and risks catching on fire. In addition, a white phosphorus grenade creates a cloud of smoke. Treat a white phosphorus grenade as a smoke grenade. **Prerequisites:** The demolitionist must be at least 10th level and have the smoke grenade engineer trick to select this trick.

Demolition Expert (Ex): At 3rd level, a demolitionist adds his level to Knowledge (engineering) skill checks. If he succeeds on a knowledge check to determine a structure's weakness, he deals an extra 1 damage per die with grenades. In addition, starting at 5th level, a demolitionist becomes proficient with grenade launchers and at 10th level, he becomes proficient with rocket launchers.

This ability replaces salvage and salvage expert.

Demolish (Ex): At 3rd level, a demolitionist has come to understand the key workings of mechanical devices and constructs so well that he can blow up constructs or machinery, dealing an additional +1d6 points of damage as long as he is using a grenade. This increases by +1d6 every three levels after 3rd (6th, 9th, 12th, 15th, and 18th). In addition, the engineer can ignore up to 3 points of hardness/damage reduction against any construct. This increases by 3 every three engineer levels after 3rd.

This ability modifies demolish.

Structural Insight (Ex): At 3rd level, a demolitionist gains an insight bonus equal to his engineer level on Acrobatics checks to move through difficult terrain.

At 6th level, when attempting to damage objects and structures, he ignores the first 5 points of hardness.

At 9th level, the demolitionist gains a +2 insight bonus on attack rolls when attempting to sunder an item.

At 12th level, he can attempt a sunder combat maneuver check against a wall no more than 5 feet thick. If the damage from the sunder combat maneuver exceeds the wall's hardness, the demolitionist creates a 5-foot opening in the wall, through which a Medium creature can easily pass.

This ability replaces rough and ready.

Ricochet (Ex): At 4th level as a standard action, the demolitionist can attack an adjacent wall or object with a melee weapon. On a hit, he creates a 15-foot-cone of rock shards or splinters that deals 2d6 points of damage to targets in the area of effect. A target can attempt a Reflex save (DC = 10 + half the demolitionist's level + his Intelligence modifier) to reduce this damage by half. At 10th level, the damage increases to 4d6, and the demolitionist can create this effect with a ranged weapon by targeting a wall or object within 30 feet.

This ability replaces the engineer tricks gained at 4th and 10th levels.

Bombardier Drone (Ex): At 4th level, a demolitionist can build a bombardier drone. Functions like the Support Drone, but instead of having Repair and Shield abilities, it gains the following abilities:

- **Bombard (Ex):** In Bombard mode, the bombardier droid will start dropping sharpnel bombs on a target creature the demolitionist commanded it to attack up to 50 feet away. The bombardier droid uses a ranged touch attack and if it hits the target, it deals 1d6 points of slashing damage per two HD it possesses for a duration of 1 round per engineer level. Any adjacent creatures to the target also take damage, with a successful Reflex save (DC 10 + half of the engineer's level + his Intelligence modifier) to reduce the damage by half. While bombarding, it cannot take any other actions. If all of the duration is used up for bombarding, it must wait 1d4 rounds to regain the energy to attack.

At 12th and 16th level, the bombardier drone increases its bombard damage by an extra 1d6 and its burst radius by 5 feet. This replaces the attack and disrupt modes from support droid upgrade 2 and 3.

This ability modifies and replaces support droid.

Superior Grenades (Su): At 5th level and every five levels thereafter, the demolitionist may improve his grenades, choosing one of the following at each interval (may be taken multiple of times of the same one):

- Increase the grenade's range by 10 feet.
- Increase the grenade's blast radius by 5 feet.
- Increase the grenade's saving throw DC by 1.
- Increase the grenade's damage by 1d6.

This ability replaces automaton upgrades.

Battlefield Preparation (Ex): At 8th level, the demolitionist can create 10 feet of difficult terrain by spending a full-round action to analyze and manipulate his surroundings. This terrain can be in any shape designated by the demolitionist, but at least 1 square must be adjacent to his position.

For every three engineer levels he has beyond 8th, the demolitionist can create an additional 10 feet of difficult terrain, to a maximum of 50 feet at 20th level. This is a physical alteration that remains in place until the surface is altered again (the road is repaved, the floor repaired, etc.), and the demolitionist ignores the effects of any difficult terrain he creates in this way.

At 11th level, the demolitionist can use this ability to create clouds of dust and rubble that create concealment rather than difficult terrain in the same area. This concealment lasts 1d4 rounds plus 1 round for every four engineer levels, and the demolitionist is affected by the concealment as normal.

At 14th level, the difficult terrain the demolitionist creates provides cover for himself and his allies.

This ability replaces durable materials.