

VERANTHEA CODEX



Braxthar Grimdrahk
Scientific Innovator (Alchemist Archetype)

BY BRIAN WIBORG MØNSTER

Pathfinder
ROLEPLAYING GAME COMPATIBLE



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Braxthar Grimdrahk, Scientific Innovator (Alchemist Archetype)

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Scientific Innovator (Alchemist Archetype)

In Veranthea the laws of biology, chemistry, and physics are fundamentally unique and forgiving, allowing for a far wider range of particle reactions not present in any other Material Plane. Scientific innovators exploit these flexible laws of nature to concoct incredible serums and craft fantastic devices that defy the power of mages across the world!

Class Skills

Knowledge (engineering), Knowledge (dungeoneering) and either Knowledge (geography) or Knowledge (history), replace Knowledge (arcana), Spellcraft, and Use Magic Device.

Weapon and Armor Proficiency: Scientific innovators are proficient with all simple weapons, bombs, and firearms. They are also proficient with light armor, but not with shields.

Science (Su or Ex): Scientific innovators are masters of science, and a scientific innovator's extracts are called serums. This acts like an alchemist's alchemy ability except at 10th level, a scientific innovator's serums and bombs produce extraordinary effects instead of supernatural ones. A scientific innovator loses the bonus to Craft (alchemy), and the ability to create mutagens.

Have Gun: At 1st level, the scientific innovator gains the Amateur Gunslinger feat and Gunsmithing as a bonus feat. She also gains a battered gun identical to the one gained by a gunslinger. This ability replaces mutagen and persistent mutagen.

Grit Feats: A scientific innovator may select a grit feat in place of a discovery. She must meet the prerequisites for those feats.

Craft Brilliant Contraptions (Ex) At 5th level, the scientific innovator gains the Craft Devices feat for free. A scientific innovator only pays an additional 25% more when crafting a device. At 13th level, the scientific innovator gains the Craft Devices feat for free a second time, which removes the additional cost to craft devices. This ability replaces the increase to bomb damage at 5th and 13th level.

Smart Grit (Ex): At 11th level, a scientific innovator gains a number of grit points equal to her Intelligence modifier (minimum 1) and gains the use of a single gunslinger deed. She can select any deed that a gunslinger of her alchemist level -4 could use. At 14th level, and every three levels beyond 14th, the scientific innovator gains another point of grit and another gunslinger deed that a gunslinger of her level -4 could use. If she already has levels in gunslinger, she gains a bonus to the

maximum amount of grit she can have each day, equal to her Intelligence bonus (if any) but gains no extra grit at the start of each day. This ability replaces instant alchemy, poison use, and swift poisoning.

Discoveries: The following discoveries complement the scientific innovator archetype: acid bomb, blinding bomb, concussive bomb, delayed bomb, dispelling bomb, explosive bomb, explosive missile, fast bombs, force bomb, frost bomb, immolation bomb, precise bombs, shock bomb, siege bomb, smoke bomb, sticky bomb, stink bomb, strafe bomb, sunlight bomb, tanglefoot bomb. A scientific innovator can never gain mutagens or cognatogens.

Grand Discovery: At 20th level, a science innovator can choose the following grand discovery in place of the normal grand discoveries.

Antimagic Device: The science innovator can craft devices that produce effects identical to *antimagic field*, as per the Craft Devices feat. These might be made to create offensive effects (such as with a *meganegator cannon*) or "shields" to protect other devices (like the *Zyski's Copyrighted Miraculous Magic Guarding Device*).

Scientific Innovator Serum List

A scientific innovator must pay five times the normal cost for learning a formula for any serum not on the list below.

1st—*air bubble, burning hands, cause fear, chill touch, cure light wounds, detect undead, expeditious retreat, faerie fire, feather fall, jump, inflict light wounds, negate aroma, obscuring mist, polypurpose panacea, produce flame, shield, shield of faith, shocking grasp, shock shield stone fist, touch of the sea, true strike, vocal alteration*

2nd—*ablative barrier, acute senses, alter self, barkskin, bear's endurance, blur, bull's strength, bullet shield, cat's grace, cure moderate wounds, darkvision, defensive shock, delay poison, detect thoughts, elemental touch, fabricate bullets, fire breath, invisibility, kinetic reverberation, levitate, protection from arrows, resist energy, see invisibility, spider climb*

3rd—*arcane sight, bloodhound, burrow, burst of speed, countless eyes, cure serious wounds, displacement, draconic reservoir, elemental aura, fly, haste, marionette possession, monstrous physique I, protection from energy, reloading hands, resinous skin, seek thoughts, thorn body, water breathing*

4th—*air walk, cure critical wounds, darkvision (greater), detonate, discern lies, dragon's breath, echolocation, fire shield, freedom of movement, invisibility (greater), monstrous physique II, vitriolic mist*

5th—*contact other plane, elude time, languid bomb admixture, monstrous physique III, nightmare, overland flight, planar adaptation, sending, spell resistance*

6th—*analyze dweomer, caging bomb admixture, eyebite, giant form I, heal, mislead, monstrous physique IV, statue, transformation, true seeing, wind walk*

Craft Devices

Your creations duplicate the effects of spells and spell-like abilities through the careful application of delicate clockwork and alchemical solutions. With a *monocle of negative life-form detection* you can see undead for what they truly are, and your *cannon of scorching expulsions* has become a staple weapon in your adventuring gear.

Prerequisites: Int 15, Knowledge (engineering) 5 ranks

Benefit: You can craft devices with the successful application of Knowledge (engineering); these function as magic items but have strictly extraordinary effects, and function normally in an *antimagic field* or area of *wild magic*. These items cost an additional 50% above a magic item that provides the same effect, and cannot create conjuration effects.

Devices that replicate items with a limited charge cannot be recharged and cost half the normal price. Devices that have a number of charges per day require one hour of maintenance to recharge. No device can replicate a 7th-level or higher spell. A device is non-magical and thus does not require attunement to function or give off any magical auras.

A device's weight is equal to 1 pound per caster level or 2 pounds per spell level, whichever is higher.

Special: This feat may be taken a second time to reduce the additional cost to 25%.

Braxthar Grimdrahk CR 5 — XP 1,600

Male dwarf alchemist 6 (scientific innovator)

CG Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +1 Dex, +1 dodge)

hp 48 (6d8+18)

Fort +8, **Ref** +6, **Will** +5

OFFENSE

Speed 20 ft.

Melee mwk heavy mace +7 (1d8+2, Crit x3)

Ranged mwk double-barreled pistol +6 (1d8, Crit x4, Range 20 ft., Misfire 1-2 [5ft.]) or bomb +6 (2d6+2, Range 20 ft.)

Special Attacks bombs 8/day (2d6+2 fire)

Serums Known (CL 6th; concentration +8)

2nd (3/day)—*bull's strength*, *cat's grace*, *fabricate bullets*, *invisibility*

1st (5/day)—*air bubble*, *burning hands*, *cure light wounds*, *expeditious retreat*, *shield*, *true strike*

TACTICS

Before Combat If Braxthar is aware of an upcoming fight he is under the influence of *bull's strength*, *cat's grace*, *invisibility*, and *shield*.



Braxthar is an intelligent dwarf and likes to familiarize himself with the terrain so he can use it to his advantage.

During Combat Braxthar starts by throwing his bombs where they effect the most targets and unloads his pistol at the most heavily armored target before resorting to his heavy mace.

Morale When Braxthar reaches 10 hit points or less he tries to escape with the aid of *expeditious retreat*. If that is not possible he surrenders, planning to escape at a later time.

STATISTICS

Str 14, **Dex** 12, **Con** 16, **Int** 15, **Wis** 13, **Cha** 8

Base Atk +4; **CMB** +6; **CMD** 17 (21 vs. bull rush and trip)

Feats Amateur Gunslinger, Brew Potion, Craft Devices, Dodge, Extra Grit, Gunsmithing, Iron Will; Brew Potion, Throw Anything

Skills Appraise +8, Craft (metalworking) +8, Craft (tools) +8, Craft (weapons) +10, Disable Device +10, Knowledge (Dungeoneering) +8, Knowledge (Engineering) +12, Knowledge (History) +8, Perception +10, Survival +7; **Racial Modifiers** +2 on Appraise checks involving non-magical gems or metals

Languages Common, Dwarven, Giant, Gnome

SQ alchemy, bombs 2d6, grit (3), gunslinger deed (deadeye), poison resistance +4, swift alchemy, discoveries (infusion, shock bomb, spontaneous healing)

Combat Gear masterwork chain shirt*, masterwork heavy mace, masterwork double-barreled pistol*, acid flask (4), alchemist's fire (3), bombs (3); **Other Gear** *potion of cure light wounds* (3), alchemist's kit, gunsmith's kit, pipe and tobacco pouch, *revelator device*, 52 gp; **Attuned Gear** +1 *chain shirt*, +1 *double-barreled pistol* [+1 armor to AC; +1 ranged damage]

Background Braxthar was born into a family ensconced in science, his father a well-known inventor until an explosive accident ended his career—and his life—when Braxthar was an infant. Braxthar and his older brother Skarvass were raised by their mother and inspired by their grandfather, who told tales of his—and sometimes their father’s—expeditions across Grethadnis. Sparked by the lively recountings, both brothers chose to follow in their father’s footsteps as scientific innovators; today Braxthar travels Grethadnis looking for lost technology in subterranean caverns and ruined cities while Skarvass has a small workshop near the Baranthar Mountains. Braxthar hopes to one day have made enough discoveries of note to travel to Lethis and present them to Julianz Bantagret, the city’s renowned alchemist.



Braxthar’s Marvelous Revelator

Aura none (device); **CL** 5th

Slot — ; **Price** 4,250 gp; **Weight** 5 lbs.

DESCRIPTION

This lantern frame holds a glass orb containing a bubbling reddish-orange liquid.

The revelator in its inert state sheds light just like the lantern it resembles—a side effect of its scanning the area within 30 feet. After three rounds spent stationary, a revelator highlights all secret doors as though using *detect secret doors*. In addition, upon flicking a switch on the side of the lantern, all invisible things in the lit area are revealed as per the spell *invisibility purge*. This ability can be used up to ten times before needing to be recharged (which requires replacing capacitors worth 2,250 gp). Even if the capacitors are burnt out, the other abilities of the revelator continue to function.

CONSTRUCTION

Requirements Craft Device, *detect secret doors*, *see invisibility*; **Cost** 2,125 gp

Braxthar’s Advanced Detectorium

Aura none (device); **CL** 3rd

Slot eyes; **Price** 3,850 gp; **Weight** 4 lbs.

DESCRIPTION

A cluster of lenses in a rotating frame and connected by chain and wire to a fist-sized wooden box, dotted with dials and buttons.

The detectorium has two main lenses that can be rotated as a move action. Regardless of which lens is active, any creature wearing the detectorium gains a +2 circumstance bonus on all Perception checks. If the larger, first lens is active the creature wearing the detectorium continually gains the benefits of *detect snares and pits*.

If the smaller, second lens is active, then the creature instead gains the benefits of *find traps*, though this scanning requires a great deal more power and can only be active for 60 minutes before needing to be recharged (which requires replacing capacitors worth 1,800 gp). These minutes do not need to be consecutive, but they must be spent in one minute increments. Even if the capacitors are burnt out, the other abilities of the detectorium continue to function.

CONSTRUCTION

Requirements Craft Device, *find traps*, *detect snares and pits*; **Cost** 1,925 gp

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