

Demolitionist Prestige Class

Among the valiant warriors and adept spell casters, there are other warriors who literally bring the heat of battle to the field. Their entrance to the battlefield is marked with a big bang. These are the demolitionists, masters of explosion. Almost never without their explosive payload, demolitionists are always ready for a fight. Good demolitionists can be found adventuring or enlisted in their nation's army, where they are much appreciated. Evil ones, above all else, make wonderful assassins. Among the races of the land, humans are best suited to carry the responsibility of explosives. Halflings favor this prestige class because of their expertise with thrown weapons. Half-orcs find this class suitably violent, and dwarves find the explosives useful to clear out spaces for their underground homes. Elves, half-elves, and gnomes find explosives too violent and rely on magical and natural destruction.

Classes: Demolitionists are commonly fighters and monks who are looking for something more than the limited adventures with the current weaponry. Rogues commonly use the demolition skills either as distractions or to get rid of any “suspicious” persons. The bards sometimes use the explosive mechanisms for defense from bandits and other outsiders. Evil clerics sometimes find blowing up the undead is easier and more amusing than rebuking them. Spell casters and paladins commonly find that manmade explosions are too violent and unreliable next to magic. Rangers find the explosions harmful towards nature, and barbarians usually lack the intelligence to use a bomb.

Hit Die: d10

Requirements

To qualify to become a demolitionist, one must fulfill all of the following criteria.

1. Base Attack Bonus: +4
2. Ranged Attack Bonus: +7
3. Feats: Point Blank Shot, Lightning Reflexes
4. Skills: Alchemy- 8 ranks, Craft (Trapmaking)- 4 ranks

Class Skills

The Demolitionist's class skills are Alchemy (Int), Concentration (Con), Craft (Int), Disable Device (Int), Heal (Wis), Intimidate (Cha), Architectural Knowledge (Int), Move Silently (Dex), Profession (Wis), Use Magic Device (Cha). Skill Points per level- 4 + Int. modifier

Game Rule Information

Intelligence determines the power of a demolitionist to make more effective explosives and is key ability for many of the class skills. Dexterity provides the lightly armored demolitionist with a better AC, and Strength determines how far the demolitionist can throw an explosive. Add the demolitionist's Intelligence modifier to any damage rolls by an explosive.

The Demolitionist

<i>Level</i>	<i>B.A.B.</i>	<i>Fort</i>	<i>Ref</i>	<i>Will</i>	<i>Special</i>
1	+ 1	+ 0	+ 2	+ 0	Bonus Feat, Black Powder Proficiency
2	+ 2	+ 0	+ 3	+ 0	Explosion Resistance (-1),
3	+ 3	+ 1	+ 3	+ 1	Quick Explosive
4	+ 4	+ 1	+ 4	+ 1	Bonus Feat, Improved Explosion (+1)
5	+ 5	+ 1	+ 4	+ 1	Explosion Resistance (-2),
6	+ 6	+ 2	+ 5	+ 2	Bonus Feat
7	+ 7	+ 2	+ 5	+ 2	Improved Explosion (+2)
8	+ 8	+ 2	+ 6	+ 2	Explosion Resistance (-3)
9	+ 9	+ 3	+ 6	+ 3	Fire In The Hole
10	+ 10	+ 3	+ 7	+ 3	Improved Explosion (+3)

Class Features

Weapon and Armor Proficiency: Demolitionists are proficient with all grenade-like weapons, thrown weapons, and explosives. They are also proficient with all simple weapons, all martial ranged weapons, and one of the following: longsword, short sword, scimitar, falchion, or rapier. They are proficient with light armor, but not with shields. Note that armor check penalties for armor heavier than leather (or studded leather masterwork) apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Swim checks also suffer a –1 penalty for every 5 pounds of armor and equipment carried.

Bonus Feats: At first, fourth, and sixth level the demolitionist gains his choice of one of the following feats (even if he does not have the feat's prerequisites): Far Shot, Precise Shot, or Shot On The Run.

Black Powder Proficiency: This ability allows the demolitionist to prepare and forge his own explosives, considering that he has all of the necessary materials to build it. The demolitionist is careful and never mistakenly detonates an explosive while preparing it. Lighting an explosive's fuse still counts as a full-round action

Explosion Resistance: Through his training, a demolitionist grows stronger against the effects of an explosive. Starting at 2nd level, subtract 1 from any

damage he takes from a grenade-like weapon or explosive. This bonus raises by 1 every three levels.

Quick Explosive: If he needs to, a demolitionist can light and throw an explosive within a second's notice. Once per day per every two demolitionist levels, the demolitionist can light and throw a explosive as a standard, full-action round.

Improved Explosion: The demolitionist is constantly striving to make his bombs more efficient. Starting at 4th level, a demolitionist adds 1 to his damage rolls when using an explosive. This bonus raises by one every three levels.

Fire In The Hole: If a demolitionist is able to catch his victim unaware of an explosive's presence, then that explosive can potentially deal some extra damage. The victim must succeed a Reflex save (DC 20 + the number of demolitionist levels) or suffer extra damage from an explosive, varying upon size. If the Reflex save is successful, the subject only takes normal damage. Diminutive and Tiny creatures are dealt an extra 5d6 damage, Small and Medium creatures are dealt an extra 4d6, Large and Huge creatures are dealt and extra 3d6, and Gargantuan and Colossal are dealt an extra 2d6.

Grenade-like Weapons and Explosives:

Acid (flask)- 1d6 damage plus 1 splash damage to anyone in a 5-foot radius

Alchemist's fire (flask)- Alchemist's fire is a sticky substance that ignites upon exposure to air. It deals 1d6 damage plus 1 fire damage to anyone in a 5-foot radius. The next turn, the target hit must make a successful Reflex save (DC 15) or take an additional 1d6 damage.

Holy Water (flask)- 2d4 damage to any undead or evil creature plus 1 splash damage to any undead or evil creature in a 5-foot radius.

Tanglefoot Bag- This bag contains an alchemical goo that entangles and becomes tough and resilient upon exposure to air. Entangled creatures suffer a –2 penalty to attack rolls and –4 penalty to Dexterity. A successful Reflex save (DC 15) prevents the target from getting stuck to the floor. The goo has 15 HP, breaks with a Strength check (DC 27), or breaks on it's own after 10 minutes.

Thunderstone- When it strikes a hard surface, the thunderstone makes a deafening bang. Creatures in a 15-foot radius must pass a Fortitude save (DC 15) or be deafened for 1d10 rounds. Spellcasters who fail this save suffer a 20% miss chance on any spells with verbal components. Bards who failed this save have a 30% chance of having their songs fail. Deafened creatures fail all Listen checks.

Dynamite- A paper tube covering packed with gunpowder. The paper is sealed on both ends and the fuse sticks out of the top. A stick of dynamite is 8 inches long and 2 inches in diameter. Dynamite deals 1d10 damage plus 1d8 fire damage to anyone in a 15-foot radius.

Bomb- Lead ball packed with gunpowder with a fuse coming out of the top. It measure 9 inches in diameter and 9 inches tall. 1d12 damage to anyone in a 20-foot radius plus 1d6 shrapnel damage.

Molotov Cocktail- This is an alcohol bottle (still containing the alcohol), with an alcohol-doused rag sticking out of the neck. The rag is lit on fire before the cocktail is thrown. 1d6 damage plus 1d6 shrapnel damage plus 1d6 fire damage to all within a 10-foot radius. Anything flammable that is hit by the initial impact catches on fire.

Shrapnel Bullet- A hollow lead ball, which breaks upon a hard surfaced impact. It fits into a full-grown human's palm. 1d4 damage and 1d6 shrapnel damage to all within a 5-foot radius.

Grenade- This is the advanced version of a shrapnel bullet, and a little bigger. This ball is packed with alchemist's fire and gunpowder. When stepped on, the alchemist's fire ignites, which in turn ignites the gunpowder, causing an explosion. Grenades deal 1d6 damage plus 1d6 fire damage plus 1d6 shrapnel damage to all within a 20-foot radius.

Sulfur Cube- This is simply a cube of pure sulfur, which fits into the palm of an average full-grown male human's hand. When dropped into the water, this deals 1d8 damage to any aquatic creature in a 5-foot radius.

Land Mine- Land mines contain both alchemist's fire and gunpowder. The components are enclosed in a circular glass dome with a flat bottom. Land mines have a 2-foot radius and stand no more than 3 inches high. The target who steps on the mine is entitled to a Reflex save (DC 20 + the number of demolitionist levels) for half damage from the mine. If the mine is being used for Fire In The Hole, the target must make a second Reflex save to negate the extra damage. Land mines deal 1d10 damage and 1d6 shrapnel damage.

Tindertwigs- Tindertwigs are wooden sticks with an alchemical substance on the end, which causes the stick to ignite when struck upon a hard surface. Lighting an explosive with tindertwigs is much faster and easier than lighting it with flint and steel. Tindertwigs come in boxes of 100. Each tindertwig is useless after it is put out.

Gunpowder- This mysterious black powder was discovered by humans and had its properties discovered tragically. A 10-pound bag of gunpowder costs 50 gold.

Fuses- Some explosives require fuses in order to activate correctly. Fuse rope is sold in increments of 10 feet and costs 50 gold.

Grenade-like Weapons and Explosives

<i>Weapon</i>	<i>Cost</i>	<i>Direct Hit</i>	<i>Extra Damage</i>	<i>Range</i>	<i>Weight</i>
Acid (flask)	10 gp	1d6	1	10	1
Alchemist's Fire (flask)	20 gp	1d6	1	10	1
Holy Water	25 gp	2d4	1	10	1
Tanglefoot Bag	50 gp	Entangles	-----	10	4
Thunderstone	30 gp	Sonic	-----	20	1
Dynamite	20 gp	1d10	1d8		1
Bomb	40 gp	1d12	1d6	20	10
Molotov Cocktail	10 gp	1d6	1d6/1d6	20	5
Shrapnel Bullet (10)	5 gp	1d4	1d6	15	1
Grenade	35 gp	1d6	1d6/1d6	20	5
Sulfur Cube	10 gp	1d8	-----	15	1
Land Mine	50 gp	1d10	1d6	-----	7