

## **DIVINE BOMBER (CLERIC ARCHETYPE)**

The divine bomber blends alchemy and faith in order to maximize their limited connection to the supernal powers.

**Diminished Spellcasting:** A divine bomber may cast one fewer spell of each level than normal. If this reduces the number to 0, he may cast spells of that level only if his Wisdom allows bonus spells of that level.

**Holy/Unholy Bomb (Su):** At 1st level, the divine bomber gains an ability nearly identical to the alchemist's bomb ability. Unlike the alchemist, at 1st level, the divine bomber chooses one type of energy, either positive or negative, depending on his alignment. He can throw bombs of that type, but cannot modify them with discoveries. However, feats that modify *channel energy* can be used to modify bombs being thrown by the divine bomber. These bombs heal or harm targets as per *channel energy's* normal guidelines. In addition, the cleric uses his Charisma modifier instead of his Intelligence for all aspects of the bomb and may use this ability a number of times per day equal to his divine bomber level + Charisma modifier.

At tenth level, these bombs are treated as good or evil, depending on the cleric's alignment, for the purposes of overcoming damage reduction. A divine bomber that becomes another class does not stack that class's *channel energy* ability, nor does a class that becomes a divine bomber gain this bomb ability in addition to *channel energy*.

A cleric must have his holy symbol on the bottle to use this ability.

This ability replaces channel energy and domains.

**Spellblast Bombs (Su):** At 1st level, as a swift action, a divine bomber can sacrifice one of his spells to empower the next bomb he throws during his turn. When he does, he gains a bonus to hit with the next bomb he throws before the end of his turn equal to the level of the spell he sacrificed, and a bonus to damage or healing equal to twice the level of the spell.

This ability replaces spontaneous casting.

