Demo men casually sling explosives around, but a sapper deals with higher yield explosives and take more care. They custom make their explosives, ensuring they go off when they want them to, rather than when someone tosses them around, and attach specific payloads to them in order to get the precise effect they want.

Circle 1 - Lay mines EX: You gain the ability to place explosive bombs. Each bomb consists of 2 parts, a trigger and a charge. You can combine any trigger you have available with any charge you have available. You may place a bomb within [Close] range as a standard action. While bombs are normally visible, they can be concealed with the Larceny skill as if they were traps (as explained in Chapter VII). An untriggered bomb can be disarmed with a standard action and a larceny check(DC 10+ your level + your KOM). Bombs not triggered by the end of the [Encounter] deactivate harmlessly unless otherwise specified. You possess the following abilities:

Timed explosives EX: You may use the timed explosive trigger. Choose a duration of at least 1 [Round]. After the bomb is placed, it will explode after the specified time has passed. This duration is unknown to anyone other than you(though you can tell people, of course).

Explosive charge EX: You may use the basic Explosive charge. When triggered, this creates a spread with a radius of no more than 5ft + 5ft per circle of this track you posses (chosen when you place the bomb), and does your KOM +1d6 damage per level to all creatures in the spread. A reflex save(DC 10 +1/2 level +KOM) halves the damage.

Circle 2 - Sophisticated bombs EX: You gain the following abilities

Elemental charges EX: You may now change the damage type of an Explosive charge to [Acid], [Fire],[Cold], or [Electricity] when you create a bomb with it.

Smoke cloud EX: You may create smoke charges. When triggered, this creates the effect of a *Fog Cloud* spell centered on the bomb. At 5th circle, this may be the *Solid Fog* spell instead. At 7th circle, this may be the *Acid Fog* spell.

Circle 3 - Deliberate bombs: you gain the following abilities

Remote explosives EX: You may use the Remote trigger. As an immediate action, you can detonate any number of your bombs with Remote triggers.

Stable explosives EX: You may place a bomb which will not end at the end of the [Encounter]. You may only have 1 such bomb at a time. At 10th level you may have 2 such bombs.

Circle 4 - Explosives engineer: you gain the following abilities:

Sticky bombs EX: When deploying a bomb, you may attempt to attach it to a creature within range of the bomb. Make an attack roll, if it hits, then the bomb shares the creature’s space and move with them. On a failed roll the bomb instead is placed in that creature’s square and will not follow them. You may attach the bomb to an ally without an attack roll.

Concussive charge EX: You may use the Concussive charge. When triggered, this creates a spread with a radius of no more than 5ft + 5ft per circle of this track you posses (chosen when you place the bomb). Creatures in the spread are [Blinded], [Deafened] and [Confused] for 3 [Rounds]. A fortitude save(DC 10 +1/2 level +KOM) reduces the effect to [Dazzled]

Circle 5- Automated bombs:

Proximity explosives EX: You may use the proximity trigger. Choose a radius, up to your [Long] range. When a creature that the explosive has line of sight to moves within that distance of the bomb, it detonates. The bomb has an awareness equal to your own, and all creature’s are [Concealed] to it.

Deadman switchEX: When you are reduced to -1 or fewer hit points from 0 or more hit points you can trigger any remote explosives without spending an action.

Circle 6 - Persistent bombs EX:

Napalm bombs EX: You gain access to the Napalm charge. When triggered, this creates a spread with a radius of no more than 5ft + 5ft per circle of this track you posses (chosen when you place the bomb), and does 1d6 damage per level with the [Fire] descriptor to all creatures in the spread and inflicts [Burning]. A reflex save(DC 10 +1/2 level +KOM) halves the damage. This spread remains till the end of the [Encounter]. Any creatures in a Napalm spread at the end of their turn take 1d6 damage per level with the [Fire descriptor] to all creatures in the spread and begin [Burning].

Smart triggers EX: Your proximity explosives now only go off if an opponent is detected

Circle 7 - Versatile bombs:

Dual-charged bombs EX: You may add two different charges to a single bomb. They both trigger at the same time.

Vibramines EX: Your proximity explosives may now have [Tremorsense] out to their trigger distance.