APOTHECARY
(ALCHEMIST)

Alchemist Level ☐

ALCHEMY

Extract Save DC		Extracts per day	=	Base Extracts	+	INT	INT - 4	INT - 8	INT - 12
	1					☐	☐	☐	☐
	2					☐	☐	☐	☐
	3					☐	☐	☐	
	4					☐	☐	☐	☐
	5					☐	☐	☐	
	6					☐	☐	☐	

Extract Save DC = 10 + INT + Extract Level

DISCOVERIES

DISCOVERIES KNOWN

$$\boxed{} = \left(\underline{} \div 2 \right) + \underline{}$$

Alchemist Level   Misc

(Round down)

1

2

3

4

5

6

7

8

9

10

11

12

POISON RESISTANCE

POISON RESISTANCE FORTITUDE SAVE BONUS

+ ☐

Level **10**   ☐ Immune to all poisons

MUNDANE POTIONS

EXTRACTS

1

☐☐☐   ☐☐☐
☐☐☐   ☐☐☐
☐☐☐   ☐☐☐
☐☐☐   ☐☐☐
☐☐☐   ☐☐☐
☐☐☐   ☐☐☐

2

☐☐☐   ☐☐☐
☐☐☐   ☐☐☐
☐☐☐   ☐☐☐
☐☐☐   ☐☐☐
☐☐☐   ☐☐☐
☐☐☐   ☐☐☐

3

☐☐☐   ☐☐☐
☐☐☐   ☐☐☐
☐☐☐   ☐☐☐
☐☐☐   ☐☐☐
☐☐☐   ☐☐☐
☐☐☐   ☐☐☐

4

☐☐☐   ☐☐☐
☐☐☐   ☐☐☐
☐☐☐   ☐☐☐
☐☐☐   ☐☐☐
☐☐☐   ☐☐☐

5

☐☐☐   ☐☐☐
☐☐☐   ☐☐☐
☐☐☐   ☐☐☐
☐☐☐   ☐☐☐

6

☐☐☐   ☐☐☐
☐☐☐   ☐☐☐
☐☐☐   ☐☐☐
☐☐☐   ☐☐☐
☐☐☐   ☐☐☐

HEALING SALVE

HEALING POINTS

$$\boxed{} \text{d6} = \underline{} \div 2$$

Alchemist Level

Apply a healing salve or potion as a move action.
Apply a healing salve to self as a swift action.
Using a healing salve counts as one use of your bombs for today.

Level **18**   ☐ **Instant Alchemy**

Craft any alchemical item as a full round action
Apply a healing salve as a swift action

BOMBS

$$\boxed{\text{d6} +}$$

BASIC DAMAGE

Alchemist Level

$$\left(\underline{} \div 2 \right) \quad INT$$

(Round up)

SPLASH DAMAGE

$$\boxed{} +$$

$$\boxed{} \text{ft} \quad \text{Splash radius}$$

OTHER DAMAGE

Bombs Today
☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐

BOMBS PER DAY

$$\boxed{} = \underline{} + INT + \underline{}$$

Alchemist Level   Misc

SAVING THROW DC

$$\boxed{} = 10 + \left(\underline{} \div 2 \right) + INT$$

Alchemist Level   (Round down)

Use this DC for Splash reflex saves,
Discovery fortitude saves etc.