

# APOTHECARY

(ALCHEMIST)

Alchemist  
Level

## ALCHEMY

Extract Save DC		Extracts per day	=	Base Extracts	+	INT	INT - 4	INT - 8	INT - 12
	1					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	2					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	3					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	4					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	5					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	6					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Extract Save DC = 10 + INT + Extract Level

## DISCOVERIES

DISCOVERIES  
KNOWN

Alchemist  
Level

Misc

=

(

÷ 2

)

+

(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

Alchemist  
Level

d6

=

÷ 2

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

d6 +

BASIC DAMAGE

Alchemist Level

( ÷ 2 )

(Round up)

SPLASH DAMAGE

+

ft

Splash radius

OTHER DAMAGE

Bombs Today

BOMBS PER DAY

Alchemist Level

Misc

SAVING THROW DC

Alchemist Level

= 10 + ( ÷ 2 ) + INT

(Round down)

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