

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

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

(Naar beneden afgerond)

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	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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HEALING SALVE

HEALING
POINTS

Alchemist
Level

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

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

$d6 +$		$\boxed{}$	
BASIC DAMAGE	OTHER DAMAGE	Bombs Today	
Alchemist Level	Alchemist Level	Misc	
$\left(\boxed{} \div 2 \right)$	$\boxed{} = \boxed{} + INT + \boxed{}$		
(Naar boven afgerond)			
SPLASH DAMAGE	SAVING THROW DC	Alchemist Level	
$\boxed{} +$	$\boxed{} = 10 + \left(\boxed{} \div 2 \right) + INT$		
ft Splash radius	Use this DC for Splash reflex saves, Discovery fortitude saves etc.	(Naar beneden afgerond)	