

# 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	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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5	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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6	<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

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

<p>d6 +</p> <p>↑ BASIC DAMAGE ↑</p> <p>Alchemist Level</p> <p>( ÷ 2 )</p> <p>(Round up)</p> <p>↓ SPLASH DAMAGE ↓</p> <p>+</p> <p>ft Splash radius</p>		<p>OTHER DAMAGE</p> <p>Bombs Today</p> <p><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p>
<p>BOMBS PER DAY</p> <p>Alchemist Level</p> <p>Misc</p> <p><input type="text"/> = <input type="text"/> + INT + <input type="text"/></p>	<p>SAVING THROW DC</p> <p>Alchemist Level</p> <p><input type="text"/> = 10 + ( <input type="text"/> ÷ 2 ) + INT</p> <p>(Round down)</p>	<p>Use this DC for Splash reflex saves, Discovery fortitude saves, etc.</p>