APOTHECARY
(ALQUIMISTA)

Alchemist Level

ALCHEMY

Teste de extrair CD	Extrair por dia	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

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

Alchemist Level   Outros

(Arredonda para Baixo)

1

2

3

4

5

6

7

8

9

10

11

12

POISON RESISTANCE

RESISTÊNCIA A VENENO BÔNUS EM TESTES DE FORTIT

+

Nível 10 ☐ Imune a todos os venenos

MUNDANE POTIONS

EXTRAIR

1
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐

2
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐

3
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐

4
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐

5
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐

6
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐

TESTE DE CURA

CURA PONTOS

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

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.

Nível 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

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

(Arredonda para Cima)

SPLASH DAMAGE

$$\boxed{ + }$$

☐ m Splash radius

OUTROS DANO   **Bombs Today**

BOMBS PER DAY

Alchemist Level   Outros

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

SAVING THROW DC

Alchemist Level

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

(Arredonda para Baixo)

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