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

☐ = (Alchemist Level ÷ 2) + _____ 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

☐ d6 = _____ Alchemist Level ÷ 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)   INT

(Round up)

SPLASH DAMAGE

+ ☐

☐ ft   Splash radius

OTHER DAMAGE

BOMBS PER DAY

☐ = _____ Alchemist Level + INT + _____ Misc

SAVING THROW DC

☐ = 10 + (Alchemist Level ÷ 2) + INT

(Round down)

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

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