

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

Прочее

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

(Округлять к меньшему)

1
2
3
4
5
6
7
8
9
10
11
12

POISON RESISTANCE

POISON RESISTANCE FORTITUDE SAVE BONUS

Уровень **10** ☐ Иммунитет ко всем ядам

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

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.

Уровень **18** ☐ Instant Alchemy

Craft any alchemical item as a full round action

Apply a healing salve as a swift action

BOMBS

$d6 +$		$\boxed{}$	
<p>↑ BASIC DAMAGE</p> <p>Alchemist Level</p> <p>↑</p>	<p>OTHER DAMAGE</p> <p>Alchemist Level</p> <p>↑</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>	
$\left(\boxed{} \div 2 \right)$ <p>(Округлять вверх)</p> <p>↓ SPLASH DAMAGE</p>		<p>BOMBS PER DAY</p> <p>Alchemist Level</p> <p>Прочее</p> <p>$\boxed{} = \boxed{} + INT + \boxed{}$</p>	
$\boxed{} +$		<p>SAVING THROW DC</p> <p>Alchemist Level</p> <p>$\boxed{} = 10 + \left(\boxed{} \div 2 \right) + INT$</p>	
<p>$\boxed{} \phi T$ Splash radius</p>	<p>Use this DC for Splash reflex saves, Discovery fortitude saves etc. (Округлять к меньшему)</p>		