

# APOTHECARY

(ALCHEMIST)

Alchemist  
Level

## ALCHEMY

Extract Save DC		Extrakte pro Tag	=	Base Extracts	+	IN	IN - 4	IN - 8	IN - 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

Sonstiges

= (  ÷ 2 ) +   
(abrunden)

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

## POISON RESISTANCE

POISON RESISTANCE FORTITUDE SAVE BONUS

Stufe  
10 ☐ Immun gegen jedes Gift

## MUNDANE POTIONS


## EXTRACTS

1	<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"/>
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2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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4	<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"/>
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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"/>
	<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"/>

## HEALING SALVE

HEALING  
POINTS

Alchemist  
Level

W6 =  ÷ 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.

Stufe  
18 ☐ Instant Alchemy

Craft any alchemical item as a full round action

Apply a healing salve as a swift action

## BOMBS

W6 +		
↑ GRUNDSCHADEN ↑	OTHER DAMAGE	
Alchemist Level	BOMBS PRO TAG	Alchemist Level
( ÷ 2 )	<input type="text"/>	Sonstiges
(aufrunden)	=	+ IN +
↓ SPLASH DAMAGE ↓	RETTUNGS- WURF SG	Alchemist Level
<input type="text"/>	= 10 + (	÷ 2 ) + IN
m Splash radius	(abrunden)	

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