

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) +
(Naar beneden afgerond)

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

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

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