# 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**

☐ = ( Alchemist Level ÷ 2 ) + ___ 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 FORTI

+ ☐

Nível 10 ☐ Imune a todos os venenos

## MUNDANE POTIONS

## EXTRAIR

**1**
☐☐☐ ___ ☐☐☐ ___
☐☐☐ ___ ☐☐☐ ___
☐☐☐ ___ ☐☐☐ ___
☐☐☐ ___ ☐☐☐ ___
☐☐☐ ___ ☐☐☐ ___
☐☐☐ ___ ☐☐☐ ___

**2**
☐☐☐ ___ ☐☐☐ ___
☐☐☐ ___ ☐☐☐ ___
☐☐☐ ___ ☐☐☐ ___
☐☐☐ ___ ☐☐☐ ___
☐☐☐ ___ ☐☐☐ ___
☐☐☐ ___ ☐☐☐ ___

**3**
☐☐☐ ___ ☐☐☐ ___
☐☐☐ ___ ☐☐☐ ___
☐☐☐ ___ ☐☐☐ ___
☐☐☐ ___ ☐☐☐ ___
☐☐☐ ___ ☐☐☐ ___
☐☐☐ ___ ☐☐☐ ___

**4**
☐☐☐ ___ ☐☐☐ ___
☐☐☐ ___ ☐☐☐ ___
☐☐☐ ___ ☐☐☐ ___
☐☐☐ ___ ☐☐☐ ___
☐☐☐ ___ ☐☐☐ ___

**5**
☐☐☐ ___ ☐☐☐ ___
☐☐☐ ___ ☐☐☐ ___
☐☐☐ ___ ☐☐☐ ___
☐☐☐ ___ ☐☐☐ ___

**6**
☐☐☐ ___ ☐☐☐ ___
☐☐☐ ___ ☐☐☐ ___
☐☐☐ ___ ☐☐☐ ___
☐☐☐ ___ ☐☐☐ ___

## TESTE DE CURA

**CURA PONTOS**

___ 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.

Nível 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

(Arredonda para Cima)

**SPLASH DAMAGE**

+ ___

m Splash radius

**OUTROS DANO**

Bombs Today
☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐

**BOMBS PER DAY**

___ = ___ + INT + ___

Alchemist Level ___ Outros

**SAVING THROW DC**

___ = 10 + ( Alchemist Level ÷ 2 ) + INT

(Arredonda para Baixo)

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