APOTHECARY
(ALCHEMIST)

Уровень Алхимика

АЛХИМИЯ

Extract Save DC		Extracts per day	=	Base Extracts	+ ИНТ	ИНТ - 4	ИНТ - 8	ИНТ - 12
	1							
	2							
	3							
	4							
	5							
	6							

Extract Save DC = 10 + INT + Extract Level

DISCOVERIES

DISCOVERIES KNOWN = (Уровень Алхимика ÷ 2) + Прочее

(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	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
2	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
3	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
4	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
5	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
6	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐

HEALING SALVE

HEALING POINTS = Уровень Алхимика ÷ 2 d6

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

BASIC DAMAGE: к6 +

Уровень Алхимика (÷ 2) (Округлять вверх) ИНТ

SPLASH DAMAGE: +

фт Splash radius

OTHER DAMAGE

BOMBS PER DAY = Уровень Алхимика + ИНТ + Прочее

Bombs Today

SAVING THROW DC = 10 + (Уровень Алхимика ÷ 2) + ИНТ

(Округлять к меньшему)

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