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 FORTIT

+

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

BASIC DAMAGE d6 +

Alchemist Level (÷ 2) (Arredonda para Cima) + INT

SPLASH DAMAGE +

m Splash radius

OUTROS DANO

BOMBS PER DAY = Alchemist Level + INT + Outros

Bombs Today

SAVING THROW DC = 10 + (Alchemist Level ÷ 2) + INT

(Arredonda para Baixo)

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