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

Outros

= (÷ 2) +

(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

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.

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)

(Arredonda para Cima)

INT

SPLASH DAMAGE

+

m Splash radius

OUTROS DANO

BOMBS PER DAY

Alchemist Level

Outros

= + INT +

Bombs Today

SAVING THROW DC

Alchemist Level

=10 + (÷ 2) + INT

(Arredonda para Baixo)

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