

APOTHECARY

(ALCHEMIST)

Alchemist
Level

ALCHEMY

Extract
Save DC

Extracts
per day

=

Base
Extracts

+

INT - 4
INT - 8
INT - 12

1

2

3

4

5

6

Extract Save DC = 10 + INT + Extract Level

DISCOVERIES

DISCOVERIES
KNOWN

Alchemist
Level

Misc

= (÷ 2) +
(Round down)

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

☐
☐
☐
☐

2

☐
☐
☐
☐

3

☐
☐
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4

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5

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6

☐
☐
☐
☐

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 +

BASIC DAMAGE

Alchemist
Level

(÷ 2)

(Round up)

SPLASH DAMAGE

+

ft

Splash
radius

INT

OTHER DAMAGE

Bombs Today

☐
☐
☐
☐
☐
☐
☐
☐

BOMBS
PER DAY

Alchemist
Level

Misc

= + INT +

SAVING
THROW DC

Alchemist
Level

= 10 + (÷ 2) + INT

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

(Round down)