

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

$$\boxed{} = \left(\boxed{} \div 2 \right) + \boxed{}$$

(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

☐☐☐
☐☐☐
☐☐☐

4

☐☐☐
☐☐☐
☐☐☐

5

☐☐☐
☐☐☐
☐☐☐

6

☐☐☐
☐☐☐
☐☐☐

HEALING SALVE

HEALING
POINTS

Alchemist
Level

$$\boxed{} \text{ d6} = \boxed{} \div 2$$

Level

18

☐ Instant Alchemy

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.

Craft any alchemical item as a full round action

Apply a healing salve as a swift action

BOMBS

d6 +

BASIC DAMAGE

Alchemist
Level

$$\left(\boxed{} \div 2 \right)$$

(Round up)

SPLASH DAMAGE

+

ft

Splash
radius

INT

OTHER DAMAGE

Bombs Today

☐☐☐☐
☐☐☐☐
☐☐☐☐
☐☐☐☐
☐☐☐☐

BOMBS
PER DAY

Alchemist
Level

Misc

$$\boxed{} = \boxed{} + \text{INT} + \boxed{}$$

SAVING
THROW DC

Alchemist
Level

$$\boxed{} = 10 + \left(\boxed{} \div 2 \right) + \text{INT}$$

(Round down)

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