

# APOTHECARY

(ALCHEMIST)

Alchemist  
Level

## ALCHEMY

Extract  
Save DC

Extracts  
per day

=

Base  
Extracts

+

IN  
INT - 4  
INT - 8  
INT - 12

1

2

3

4

5

6

Extract Save DC = 10 + INT + Extract Level

## DISCOVERIES

DISCOVERIES  
KNOWN

Alchemist  
Level

Sonstiges

= (  ÷ 2 ) +  (abrunden)

1

2

3

4

5

6

7

8

9

10

11

12

## POISON RESISTANCE

POISON RESISTANCE FORTITUDE SAVE BONUS

+

Stufe

10

☐ Immun gegen alle Gifte

## MUNDANE POTIONS

## EXTRACTS

1

☐  
☐  
☐  
☐

2

☐  
☐  
☐  
☐

3

☐  
☐  
☐  
☐

4

☐  
☐  
☐  
☐

5

☐  
☐  
☐  
☐

6

☐  
☐  
☐  
☐

## HEALING SALVE

HEALING  
POINTS

Alchemist  
Level

W6 =  ÷ 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.

Stufe

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 )

(aufrunden)

SPLASH DAMAGE

+

m

Splash  
radius

OTHER DAMAGE

Bombs Today

☐  
☐  
☐  
☐  
☐  
☐  
☐  
☐

BOMBS  
PER DAY

Alchemist  
Level

Sonstiges

=  + IN +

SAVING  
THROW DC

Alchemist  
Level

= 10 + (  ÷ 2 ) + IN (abrunden)

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