APOTHECARY
(ALCHEMIST)

Alchémiste Niveau [ ]

ALCHEMY

Extract Save DC		Extracts per day	=	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

[ ] = (Alchémiste Niveau ÷ 2) + Divers

(arrondi à l'inférieur)

1
2
3
4
5
6
7
8
9
10
11
12

POISON RESISTANCE

POISON RESISTANCE FORTITUDE SAVE BONUS

+ [ ]

Niveau 10   □ Immunité à tous les poisons

MUNDANE POTIONS

EXTRACTS

1 □□□ □□□ / □□□ □□□ / □□□ □□□ / □□□ □□□ / □□□ □□□ / □□□ □□□

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HEALING SALVE

HEALING POINTS

[ ] d6 = Alchémiste Niveau ÷ 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.

Niveau 18 □ **Instant Alchemy**

Craft any alchemical item as a full round action
Apply a healing salve as a swift action

BOMBS

d6 + [ ]

[ ]

BASIC DAMAGE

Alchémiste Niveau (÷ 2) INT

(arrondi au supérieur)

SPLASH DAMAGE

[ ] +

[ ] m Splash radius

OTHER DAMAGE

BOMBS PER DAY

[ ] = + INT + Divers Alchémiste Niveau

Bombs Today
□□□□□
□□□□□
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SAVING THROW DC

[ ] = 10 + (Alchémiste Niveau ÷ 2) + INT

(arrondi à l'inférieur)

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