APOTHECARY
(ALCHEMIST)

Poziom Alchemika ☐

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

$$\boxed{} = \left(\underline{\text{Poziom Alchemika}} \div 2 \right) + \underline{\text{Inne}}$$

(Zaokrąglane w dół)

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

POISON RESISTANCE

POISON RESISTANCE FORTITUDE SAVE BONUS

+

Poziom **10** ☐ Odporny na wszystkie trucizny

MUNDANE POTIONS

EXTRACTS

1

2

3

4

5

6

HEALING SALVE

PUNKTY LECZENIA

$$\boxed{} \text{k6} = \underline{\text{Poziom Alchemika}} \div 2$$

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.

Poziom **18** ☐ **Instant Alchemy**

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

BOMBS

K6 +

BASIC DAMAGE

$$\left(\underline{\text{Poziom Alchemika}} \div 2 \right) \quad \text{INT}$$

(Zaokrąglane w górę)

SPLASH DAMAGE

+

m — Splash radius

OTHER DAMAGE

BOMBS PER DAY

$$\boxed{} = \underline{\text{Poziom Alchemika}} + \text{INT} + \underline{\text{Inne}}$$

Bombs Today

SAVING THROW DC

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

(Zaokrąglane w dół)

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