

# 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	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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5	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## HEALING SALVE

HEILUNGS-  
PUNKTE

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

<input type="text"/> d6 +		<input type="text"/> OTHER DAMAGE		Bombs Today <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
BASIC DAMAGE Alchemist Level ( ) ÷ 2 (aufrunden) SPLASH DAMAGE + <input type="text"/> m Splash radius	IN + IN + SAVING THROW DC = 10 + ( ) ÷ 2 + IN (abrunden)	BOMBS PER DAY <input type="text"/> = Alchemist Level Sonstiges	Alchemist Level Sonstiges	
Use this DC for Splash reflex saves, Discovery fortitude saves etc.				