

APOTHECARY

(ALCHEMIST)

Alchemist
Level

ALCHEMY

Extract Save DC		Extrakte pro Tag	=	Base Extracts	+	IN	IN - 4	IN - 8	IN - 12
	1					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	2					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	3					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	4					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	5					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	6					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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 jedes Gift

MUNDANE POTIONS

EXTRACTS

1	<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"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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

W6 +		
↑ GRUNDSCHADEN ↑	OTHER DAMAGE	Bombs Today
Alchemist Level	Alchemist Level	
(÷ 2)	IN	
(aufrunden)		
SPLASH DAMAGE		
+		
<input type="text"/> m	Splash radius	

BOMBS PRO TAG	Alchemist Level	Sonstiges
<input type="text"/>		
RETTUNGS- WURF SG	Alchemist Level	
<input type="text"/>		
= 10 + (<input type="text"/> ÷ 2) + IN		
(abrunden)		

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