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

[ ] = (Poziom Alchemika ÷ 2) + _____ 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

HEALING POINTS

[ ] k6 = Poziom Alchemika ÷ 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 ← → **OTHER DAMAGE** — Bombs Today ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

(Poziom Alchemika ÷ 2)   INT

BOMBS PER DAY [ ] = Poziom Alchemika + INT + Inne

(Zaokrąglane w górę)

↓ **SPLASH DAMAGE** ↓

+ [ ]

m Splash radius

SAVING THROW DC [ ] = 10 + (Poziom Alchemika ÷ 2) + INT

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

(Zaokrąglane w dół)