

APOTHECARY

(ALCHEMIST)

Alchemist
Level

ALCHEMY

Extract Save DC		Extracts per day	=	Base Extracts	+	INT	INT - 4	INT - 8	INT - 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

Misc

=

(

÷ 2

)

+

(Round down)

1

2

3

4

5

6

7

8

9

10

11

12

POISON RESISTANCE

POISON RESISTANCE FORTITUDE SAVE BONUS

+

Level
10 ☐ Immune to all poisons

MUNDANE POTIONS

EXTRACTS

1

2

3

4

5

6

HEALING SALVE

HEALING
POINTS

Alchemist
Level

d6

=

÷ 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.

Level
18 ☐ Instant Alchemy

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

BOMBS

d6 +

BASIC DAMAGE

Alchemist Level

(÷ 2)

(Round up)

SPLASH DAMAGE

+

ft

Splash radius

OTHER DAMAGE

Bombs Today

BOMBS PER DAY

Alchemist Level

Misc

SAVING THROW DC

Alchemist Level

= 10 + (÷ 2) + INT

(Round down)

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