

# 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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	<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	
Alchemist Level	Alchemist Level	Bombs Today
( ÷ 2 )	SONSTIGES	<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"/>
(aufrunden)	<input type="text"/> = <input type="text"/> + IN + <input type="text"/>	
↓ SPLASH DAMAGE ↓	RETTUNGS- WURF SG	Alchemist Level
<input type="text"/> +	<input type="text"/> = 10 + ( <input type="text"/> ÷ 2 ) + IN	
<input type="text"/> m Splash radius	Use this DC for Splash reflex saves, Discovery fortitude saves etc. (abrunden)	