

## Salve-Maker

*A salve-maker is a student of medicine, massage, acupuncture, and aromas, whose skills are built through a lifetime of study and generations of experimentation. Whether aiding armies in the field, healing an adventuring party, or serving a mercenary organization, a salve-maker is a welcome addition to any group that lives by the sword and hopes to escape death for one more day.*

The salve-maker is an archetype of the medic class.

**Craft Alchemical Item (Ex):** At 1st level, salve-makers receive Craft Alchemical Item as a bonus feat. The salve-maker does not need to meet the prerequisites for this feat. The salve-maker uses his medic level as his caster level. The salve-maker uses their own medic levels for the purpose of qualifying for caster level requirements when crafting alchemical items. Starting at 1st level, the salve-maker may also ignore 1st level spell requirements when crafting alchemical items. At 3rd level and every two medic levels thereafter, the salve-maker ignores the spell level requirements (2nd at 3rd medic level, 3rd at 5th medic level, etc.) Additionally, the saving throw DCs of alchemical items made by the salve-maker are always 10 + spell level of item's required spell + the salve-maker's Wisdom modifier.

This ability replaces medical specialist.

**Swift Alchemy (Ex):** At 3rd level, a salve-maker can create alchemical items with astounding speed. It takes a salve-maker half the normal amount of time to create alchemical items.

This ability replaces emergency team.

**Alchemical Mixture (Ex):** At 5th level, a salve-maker can make a temporary alchemical item. As a standard action, a salve-maker can create an alchemical item from the tier 1 list from the alchemical item list at no cost. An alchemical item created this way only lasts for 1 round per salve-maker level before it loses all potency. The salve-maker can use this ability a number of times per day equal to 3 + his Wisdom modifier. At 10th level, a salve-maker can create an alchemical item from the tier 2 list. At 15th level, a salve-maker can create an alchemical item from the tier 3 list.

This ability replaces injections, improved injections, and superior injections.

**Improved Quaff Potion (Ex):** At 8th level, the salve-maker can ingest alchemical items quickly. He can ingest an alchemical item as a move action instead of a standard action. In addition, when the salve-maker ingests an alchemical item, he gains a +2 circumstance bonus to all saving throws for a number of rounds equal to his Wisdom modifier.

This ability replaces medical alchemist.

**Mix (Ex):** At 9th level, as a full-round action, a salve-maker can mix two or more alchemical items together for a new alchemical item of a higher tier. When creating a new alchemical item, the salve-maker must have two or more alchemical items of the same tier (1 or 2) of a total cost equal to at least half of the item that he wishes to convert to, which then creates any alchemical item of a higher tier. The salve-maker must make a Craft (alchemy) skill check (DC 20 for tier 1, DC 25 for tier 2, and DC 30 for tier 3) or the items are ruined. Temporary alchemical items cannot be used with this ability.

This ability replaces resuscitation.

**Auto-Potion (Ex):** At 14th level, the salve-maker can take an immediate action when hit by a melee attack or ranged attack to drink a potion. He must have a free hand to use this ability but does not provoke an attack of opportunity. He can only use this ability once a round.

This ability replaces improved resuscitation.

**Item Lore (Ex):** At 16th level, the salve-maker's knowledge of medicines allows him to double the potency of alchemical items. Any alchemical items created by the salve-maker doubles all variables.

This ability replaces formulating solution.

**Instant Alchemy (Ex):** At 19th level, a salve-maker can create alchemical items with almost supernatural speed. He can create any alchemical item as a full-round action if he succeeds at the Craft (alchemy) check and has the appropriate resources at hand to fund the creation.

This ability replaces greater resuscitation.