ÀPOTHECÀRY Alchemist Level	K		EXTRACTS
(ALCHEMIST)			000
ALCHEMY	1		
Extract Extracts = Base + $\frac{8}{4}$ = Extracts Extracts			
1 DODO			
2			
3			000
4		000	
5	2		
6			
Extract Save DC = 10 + INT + Extract Level			
DISCOVERIES			
DISCOVERIES Alchemist			
KNOWN Level Misc			
= (÷ 2) +	2		
(Round down)			
1			
2	_		
3	4		
4			
5			
	5		
6			
7	1		
8	6		
0	- 000		
-	- 000		
9			
			HEALING SALVE
10	HEALIN	G Alchemist	
	POINTS	Level	Apply a healing salve or potion as a move action. Apply a healing salve to self as a swift action.
11		d6 = ÷ 2	Using a healing salve counts as one use of your bombs for today.
12	Level 18	Instant Alchemy	Craft any alchemical item as a full round action Apply a healing salve as a swift action
	7		BOMBS
POISON RESISTANCE			BOMBS
POISON RESISTANCE FORTITUDE SAVE BONUS		d6 +	
+	♦ BASIC DAMAGE ♦		OTHER DAMAGE Bombs Today
Level Immune to all poisons	Alchemist Level	t	BOMBS Alchemist Misc DODO
10 MUNDANE POTIONS		÷ 2) INT	Level
	1 '	Round up)	SAVING Alchemist
	√ S	PLASH DAMAGE 🔻	THROW DC Level
		+	=10 + (÷ 2) + INT
		ft Splash radius	Use this DC for Splash reflex saves, (Round down) Discovery fortitude saves, etc.