APOTHECARY Alchemist Level	×		EXTRACTS
(ALCHEMIST)			
ALCHEMY	1		
Extract Extrakte = Base + $\frac{2}{5}$ Extracts + $\frac{4}{5}$ $\frac{1}{5}$ $\frac{1}{5}$			000
ZZZZ			
3			
5	2		
Extract Save DC = 10 + INT + Extract Level			
DISCOVERIES			
DISCOVERIES Alchemist			
KNOWN Level Sonstiges			
= (÷ 2) +	2		
(abrunden)			
1			
2			
3	4		
4			
5			
	5		
6			
7			
,			
8	6		
0			
9			
	*		HEALING SALVE
10	HEALING	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		W6 = ÷ 2	Using a healing salve counts as one use of your bombs for today.
12	Stufe Instant Alchemy		Craft any alchemical item as a full round action Apply a healing salve as a swift action
	×		BOMBS
POISON RESISTANCE		MC .	
POISON RESISTANCE FORTITUDE SAVE BONUS			077777
+	GRUNDSCHADEN		OTHER DAMAGE Bombs Today
Stufe 10 Immun gegen jedes Gift	Alchemist Level		PRO TAG Level Sonstiges
MUNDANE POTIONS	(÷ 2) IN		= + IN +
	(aufrunden)		RETTUNGS - Alchemist
	▼ SPLASH DAMAGE ▼		WURF SG Level
		+	=10 + (÷ 2) + IN
		Splash radius	Use this DC for Splash reflex saves, Discovery fortitude saves etc.