	lemist Level		EXTRACTS
(ALCHEMIST)	TCAGI		
ALCHEMY	1		
Extract Extracts = Base Save DC per day Extracts	+ 4 - 8 - 1		
1			000
2			
3			000
4			000
5	2		
6	- 111		
Extract Save DC = 10 + INT + Extract Level			
DISCOVERIES			
DISCOVERIES Alchemist			
KNOWN Level	Outros		
= ( ÷ 2 ) +	donda para Baixo) 3		
·			
1			
2			
3	4		
4			
5			
	5		
6			
7			
8	6		000
			000
9			000
			000
10			HEALING SALVE
	PONT VIDA	OS DE Alchemist Level	Apply a healing salve or potion as a move action.
11			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	Nível <b>18</b>	☐ Instant Alchemy	Craft any alchemical item as a full round action Apply a healing salve as a swift action
			BOMBS
POISON RESISTANCE POISON RESISTANCE FORTITUDE SAVE		d6 <b>+</b>	
+		BASIC DAMAGE A	OTHER DAMAGE Bombs Today
Nível Immune to all poisons		nist	BOMBS Alchemist Outros
10 MUNDANE POTIONS		÷2) INT	PER DAY Level
	(Arredond	a para Cima)	SAVING Alchemist
		SPLASH DAMAGE ¥	THROW DC Level
		+	=10 + ( ÷ 2 ) + INT  Use this DC for Splach reflex saves (Arredonda para Baixo)
		Splash radius	Use this DC for Splash reflex saves, Discovery fortitude saves etc.