

ALCHIMIE

Extract Save DC		Extracts per day	=	Base Extracts	+	INT	INT - 4	INT - 8	INT - 12
	1								
	2								
	3								
	4								
	5								
	6								

Extract Save DC = 10 + INT + Extract Level

DISCOVERIES

DISCOVERIES KNOWN

Alchimiste Niveau

Divers

= (÷ 2) +
 (arrondi à l'inférieur)

1

2

3

4

5

6

7

8

9

10

11

12

RÉSISTANCE AU POISON

POISON RESISTANCE FORTITUDE SAVE BONUS

+

Niveau 10 ☐ Immunité à tous les poisons

MUNDANE POTIONS

EXTRACTS

1

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2

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3

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4

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6

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HEALING SALVE

HEALING POINTS

Alchimiste Niveau

d6 = ÷ 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.

Niveau 18

☐ Alchimie instantanée

Craft any alchemical item as a full round action

Apply a healing salve as a swift action

BOMBS

d6 +

BASIC DAMAGE

Alchimiste Niveau

(÷ 2)

(arrondi au supérieur)

SPLASH DAMAGE

+

m

Splash radius

INT

OTHER DAMAGE

Bombs Today

☐
☐
☐
☐
☐
☐
☐

BOMBS PER DAY

Alchimiste Niveau

Divers

= + INT +

SAVING THROW DC

Alchimiste Niveau

= 10 + (÷ 2) + INT

Use this DC for Splash reflex saves, Discovery fortitude saves etc.

(arrondi à l'inférieur)