APOTHECARY Alchémiste Niveau	x	EXTRACTS		
(ALCHEMIST)				
ALCHEMY	1			
Extract Extracts = Base + $\frac{1}{2}$ Save DC per day Extracts				
1 Extracts				
2				
3				
4				
5	2			
6			000	
Extract Save DC = 10 + INT + Extract Level			000	
DISCOVERIES			000	
DISCOVERIES Alchémiste KNOWN Niveau Divers			000	
Niveau Divers = (÷ 2) +			000	
`· '	3		000	
(arrondi à l'inférieur)			000	
1			000	
			000	
2				
			000	
3	4		000	
			000	
4			000	
			000	
5				
	5			
6				
7				
8	6			
9				
			000	
10			HEALING SALVE	
	HEALING POINTS	G Alchémiste Niveau	Apply a healing salve or potion as a move action.	
11		d6 = ÷2	Apply a healing salve to self as a swift action. Using a healing salve counts as one use of your bombs for today.	
			osing a nearing saive counts as one use of your bollibs for today.	
12	Niveau 18	Instant Alchemy	Craft any alchemical item as a full round action Apply a healing salve as a swift action	
DOVEDLY DEGLES LIVED	*		BOMBS	
POISON RESISTANCE POISON RESISTANCE FORTITUDE SAVE BONUS		d6 +		
+		BASIC DAMAGE A	OTHER DAMAGE Bombs Today	
Niveau	Alchémist Niveau	e	BOMBS Alchémiste Divers	
MUNDANE POTIONS	/	÷ 2) INT	Niveau COOD	
	(arrondi au s	upérieur) PLASH DAMAGE	SAVING Alchémiste	
	▼ 3.	+	=10 + (+ 2) + INT	
	р	Splash radius	Use this DC for Splash reflex saves, Discovery fortitude saves etc.	