

## ALCHEMY

Extract Save DC

Extracts per day

=

Base Extracts

+

INT - 4  
INT - 8  
INT - 12

1

2

3

4

5

6

Extract Save DC = 10 + INT + Extract Level

## DISCOVERIES

DISCOVERIES KNOWN

Poziom Alchemika

Inne

= (  ÷ 2 ) +   
(Zaokrąglane w dół)

1

2

3

4

5

6

7

8

9

10

11

12

## POISON RESISTANCE

POISON RESISTANCE FORTITUDE SAVE BONUS

+

Poziom

10 ☐ Odporny na wszystkie trucizny

## MUNDANE POTIONS

## EXTRACTS

1

☐  
☐  
☐  
☐

2

☐  
☐  
☐  
☐

3

☐  
☐  
☐  
☐

4

☐  
☐  
☐  
☐

5

☐  
☐  
☐  
☐

6

☐  
☐  
☐  
☐

## HEALING SALVE

HEALING POINTS

Poziom Alchemika

k6 =  ÷ 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.

Poziom 18

☐ Instant Alchemy

Craft any alchemical item as a full round action

Apply a healing salve as a swift action

## BOMBS

K6 +

BASIC DAMAGE

Poziom Alchemika

(  ÷ 2 )

(Zaokrąglane w górę)

SPLASH DAMAGE

+

m

Splash radius

INT

OTHER DAMAGE

Bombs Today

☐  
☐  
☐  
☐  
☐  
☐  
☐  
☐

BOMBS PER DAY

Poziom Alchemika

Inne

=  + INT +

SAVING THROW DC

Poziom Alchemika

= 10 + (  ÷ 2 ) + INT

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

(Zaokrąglane w dół)