

ALCHEMIST

Poziom Alchemika

ALCHEMY

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

Poziom Alchemika

Inne

$$\boxed{} = \left(\boxed{} \div 2 \right) + \boxed{}$$

(Zaokrąglane w dół)

1
2
3
4
5
6
7
8
9
10
11
12

POISON RESISTANCE

POISON RESISTANCE FORTITUDE SAVE BONUS

+ $\boxed{}$

Poziom

10

☐ Odporny na wszystkie trucizny

MUNDANE POTIONS

EXTRACTS

1	$\boxed{} \boxed{} \boxed{}$	$\boxed{} \boxed{} \boxed{}$
2	$\boxed{} \boxed{} \boxed{}$	$\boxed{} \boxed{} \boxed{}$
3	$\boxed{} \boxed{} \boxed{}$	$\boxed{} \boxed{} \boxed{}$
4	$\boxed{} \boxed{} \boxed{}$	$\boxed{} \boxed{} \boxed{}$
5	$\boxed{} \boxed{} \boxed{}$	$\boxed{} \boxed{} \boxed{}$
6	$\boxed{} \boxed{} \boxed{}$	$\boxed{} \boxed{} \boxed{}$

MUTAGENY

Strength Bonus	+ $\boxed{}$ S	→	- INT	Intelligence Penalty	+ $\boxed{}$ KP	Naturalny pancerz Premia
Zręczność Premia	+ $\boxed{}$ ZR	→	- RZT	Wisdom Penalty		
Constitution Bonus	+ $\boxed{}$ BD	→	- CHA	Charisma Penalty		
					DURATION	Poziom Alchemika
					$\boxed{}$ min	= 10 mins × $\boxed{}$

BOMBS

K6 +	BASIC DAMAGE	OTHER DAMAGE	Bombs Today
Poziom Alchemika	$\boxed{} \div 2$	$\boxed{} + INT + \boxed{}$	$\boxed{} \boxed{} \boxed{} \boxed{}$
(Zaokrąglane w górę)	INT		
SPLASH DAMAGE		SAVING THROW DC	
$\boxed{} + \boxed{}$		$\boxed{} = 10 + \left(\boxed{} \div 2 \right) + INT$	
$\boxed{}$ m Splash radius		Use this DC for Splash reflex saves, Discovery fortitude saves etc.	(Zaokrąglane w dół)