ALCHEMIST

Alchemist Level

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

$= ($ Alchemist Level $\div 2) +$ Misc

(Round down)

1

2

3

4

5

6

7

8

9

10

11

12

POISON RESISTANCE

POISON RESISTANCE FORTITUDE SAVE BONUS

+

Level **10** ☐ Immune to all poisons

MUNDANE POTIONS

EXTRACTS

1

2

3

4

5

6

MUTAGENS

Strength Bonus	+ STR	→	− INT	Intelligence Penalty	+ AC	Natural Armour Bonus
Dexterity Bonus	+ DEX	→	− WIS	Wisdom Penalty		
Constitution Bonus	+ CON	→	− CHA	Charisma Penalty		

DURATION

mins = 10 mins × _____ Alchemist Level

BOMBS

d6 +

BASIC DAMAGE

$($ Alchemist Level $\div 2)$ INT

(Round up)

SPLASH DAMAGE

+

ft Splash radius

OTHER DAMAGE

BOMBS PER DAY

= _____ + INT + _____ Alchemist Level   Misc

Bombs Today

SAVING THROW DC

$= 10 + ($ Alchemist Level $\div 2) +$ INT

(Round down)

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