

Alchemist  
Level

## ALCHEMY

Extract Save DC = 10 + INT + Extract Level

## DISCOVERIES

Misc

(Round down)

## POISON RESISTANCE

+

☐ Immune to all poisons

## MUNDANE POTIONS

---

---

---

## EXTRACTS

## MUTAGENS

Alchemist  
Level

$$\boxed{\phantom{000}} \text{ mins} = 10 \text{ mins} \times$$

## BOMBS

<b>d6 +</b>		<b>BOMBS PER DAY</b>		<b>OTHER DAMAGE</b>		<b>Bombs Today</b>	
↑ <b>BASIC DAMAGE</b> ↑		↑		↑			
Alchemist Level		Alchemist Level		Misc		<input type="checkbox"/>	<input type="checkbox"/>
( ÷ 2 )		+ INT +				<input type="checkbox"/>	<input type="checkbox"/>
----- (Round up)		-----				<input type="checkbox"/>	<input type="checkbox"/>
↓ <b>SPLASH DAMAGE</b> ↓		=				<input type="checkbox"/>	<input type="checkbox"/>
		SAVING THROW DC		Alchemist Level		<input type="checkbox"/>	<input type="checkbox"/>
+		= 10 + (		÷ 2 ) + INT		<input type="checkbox"/>	<input type="checkbox"/>
ft		----- (Round down)				<input type="checkbox"/>	<input type="checkbox"/>
Splash radius		Use this DC for Splash reflex saves, Discovery fortitude saves, etc.					