

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

☐
☐
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☐

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

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)