

Alchemist
Level

ALCHEMY

Extract Save DC = 10 + INT + Extract Level

DISCOVERIES

Misc

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

(Round down)

1
2
3
4
5
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11
12

POISON RESISTANCE

Level 10 ☐ Immune to all poisons

MUNDANE POTIONS

EXTRACTS

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MUTAGENS

Strength Bonus **+ STR** → **- INT** Intelligence Penalty **+ AC** Natural Armor Bonus

Dexterity Bonus **+ DEX** → **- WIS** Wisdom Penalty

Constitution Bonus **+ CON** → **- CHA** Charisma Penalty

DURATION mins = 10 mins ×

Alchemist Level

BOMBS

BASIC DAMAGE

Alchemist Level

$(\div 2)$

(Round up)

SPLASH DAMAGE

ft Splash radius

OTHER DAMAGE

BOMBS PER DAY

Alchemist Level

Misc

Bombs Today

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SAVING THROW DC

Alchemist Level

$(\div 2)$

(Round down)