ALCHEMY   Charts	ALCHEMIST Alchemist Level	`	EXTRACTS			
1		i				
See CC		1				
1	Save DC per day Evtracts	≥				
2	<b>1</b>					
1						
10						
S	4	44				
South   State   See   De   10   10   10   10   10   10   10   1						
DISCOVERIES   RNOWN   Alchemist   Level   Misc   Constitution   Part	6					
DISCOVERIES   RNOWN   Alchemist   Level   Misc   Constitution   Part	Extract Save DC = 10 + INT + Extract Level					
DISCOVERIES   Alchemist   Level   Minc	DISCOVERIES					
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1	`	2				
2  3  4  4  6  6  7  8  6  6  7  8  8  6  6  7  8  8  6  7  8  8  9  9  10  10  10  10  10  10  10  10	(Round				-	
2  3  4  4  6  6  7  8  6  7  8  6  7  8  6  7  8  6  7  8  8  6  7  8  8  6  7  8  8  6  7  8  8  8  6  8  9  9  10  10  10  10  10  10  10  10	1					
3  4  6  7  8  6  6  7  8  8  9  MUTAGENS  Strength Bonus  FPENALY  Level  Constitution Bonus  FOISON RESISTANCE  POISON RESISTANCE  RESISTANCE  POISON RESISTANCE  POISON RESISTANCE  POISON RESISTANCE  RESISTANCE  POISON RESISTANCE  RESISTANCE  RESISTANCE  POISON RESISTANCE  RESISTANCE  POISON RESISTANCE  RESISTANCE  POISON RESISTANCE  RESISTANCE  RESISTANCE  RESISTANCE  POISON RESISTANCE  RESISTA						
4  5  6  7  8  6  10  10  MUTAGENS  11  Destriny Bonus + STR → INT Intelligence Penalty Penalty Wisdom Penalty Bonus  12  Destriny Bonus + DEX → WIS Bonus  12  Destriny Bonus + DEX → WIS Bonus  TO Destriny Bonus  TO Destriny Bonus  Strength + DEX → WIS Bonus  TO Destriny Bonus  TO Destriny Bonus  Strength + DEX → WIS Bonus  TO Destriny Bonus  TO Destriny Bonus  Strength  HORATION Level Bonus  Constitution Level Level Level Level Level  THOW DC  Alchemist Level Level  THOW DC  Alchemist Level  Level  THOW DC  Alchemist Level  THOW DC  Alchemist Level  BOMBS  Alchemist Level  THOW DC  Alchemist Level  BOMBS  Alchemist Level  Ground down)  SAVING THOW DC  Alchemist Level  Ground down)  SAVING THOW DC  Alchemist Level  Ground down)  SAVING THOW DC  Alchemist Level  Ground down)  Ground down)  Round down)  Ground down)  Round down)  Ground down)  Ground down)  Ground down)	2					
4						
10	3	/.				
5  6  7  8  6  10  10  MUTAGENS  Strength + STR → INT   Intelligence   + AC   Natural Armor   Bonus    11  Destrainy   + DEX   - WIS   Penalty    Bonus   + CON   - CHA   Chararran    Poison RESISTANCE    POISON RESISTANCE   FORTITUDE SAVE BONUS    12  POISON RESISTANCE   FORTITUDE SAVE BONUS    14  BASIC DAMAGE   BOMBS    Constitution   + CON   - CHA   Chararran    BOMBS   Alchemist    Level    MUNDANE POTIONS    MUNDANE POTIONS    Solach   Use this DC for Solach reflex saves. (flound down)						
5  6  7  8  6  WITAGENS  Strength + STR → INT   Intelligence   AC   Bonus   Penalty    Desterity + DEX → WIS   Penalty    Double   Alchemist   Level    POISON RESISTANCE    POIS	4				-	
5  6  7  8  6						
5 6 6 7 8 8 6 6 9 10 10 MUTAGENS  Strength +STR → INT   Intelligence   + AC   Natural Armor   Bonus   11 Deaterity   +DEX   -WIS   Wisdom   Penalty   12 Constitution +CON   -CHA   Charisma   Penalty   13 POISON RESISTANCE   FORTITUDE SAVE BONUS   14 Level   Bonus   +CON   -CHA   Charisma   Penalty   15 BOMBS   Misc   -CHA   Charisma   Misc   -CHA   16 BASIC DAMAGE   BOMBS   Alchemist   Level   17 BASIC DAMAGE   BOMBS   Alchemist   Level   18 BOMBS   Alchemist   Level   19 BOMBS   Alchemist   Level   10 BOMBS   Alchemist   Level   10 BASIC DAMAGE   BOMBS   Alchemist   Level   10 BASIC DAMAGE   BOMBS   Alchemist   11 BASIC DAMAGE   BOMBS   Alchemist   12 BOMBS   Alchemist   BOMBS   13 BOMBS   Alchemist   BOMBS   14 BASIC DAMAGE   BOMBS   15 BOMBS   Alchemist   BOMBS   16 BOMBS   Alchemist   BOMBS   17 BASIC DAMAGE   BOMBS   18 BOMBS   Alchemist   BOMBS   19 BOMBS   Alchemist   BOMBS   10 BOMBS   BOMBS   Alchemist   BOMBS   10 BOMBS   BOMBS   Alchemist   BOMBS   10 BOMBS   BOMBS	5					
6  7  8  6  6  7  MUTAGENS  Strength + STR → -INT Intelligence Penalty Bonus  Penalty + DEX → -WIS Penalty Bonus  Polison RESISTANCE  POISON RESISTANCE  POISON RESISTANCE  POISON RESISTANCE  POISON RESISTANCE FORTITUDE SAVE BONUS  +  Level   Mundance   Misc   M	,					
7  6  6  7  8  8  8  6  7  8  MUTAGENS  Strength  Streng						
8  6  6  8  MUTAGENS  Strength Sonus  Formally Penalty  Bonus  Penalty H DEX HONE Penalty  Bonus  Penalty  Bonus  Formally DURATION  Constitution  Bonus  Formally DURATION  Alchemist Level  BOMBS  MUNDANE POTIONS  Alchemist Level  BOMBS  Alchemist Level  FOR DISON RESISTANCE  FOR DISON	0					
8  6  6  7  8  MUTAGENS  Strength + STR → INT   Intelligence   + AC   Natural Armor   Bonus   + STR   + AC   Natural Armor   Bonus   + STR   + AC   Natural Armor   Bonus   Niso   Natural Armor   Bonus   + AC   Natural Armor   Bonus   Niso   Natural Armor   Bonus   + AC   Natural Armor   Bonus   Niso   Natural Armor   Bonus   Natural Armor   Natural Armor   Bonus   Natural Armor   Natur						
6	7					
9  10  Strength Bonus + STR - INT Intelligence Penalty Bonus + DEX - WIS Wisdom Penalty Bonus + CON - CHA Charisma Penalty  Dexterity Bonus + CON - CHA Charisma Penalty  DURATION Level Level Immune to all poisons  Alchemist Level  Alchemist Level  INT + BASIC DAMAGE OTHER DAMAGE Bombs Today Alchemist Level  Alchemist Level  FOR DAMAGE Alchemist Level  Alchemist Level  Alchemist Level  FOR DAMAGE Bombs Today Alchemist Level  FOR DAMAGE Alchemist Level  FOR DAMAGE Alchemist Level  FOR DAMAGE Alchemist Level  FOR DAMAGE Bombs Today Alchemist Level  FOR DAMAGE Bombs Today Alchemist Level  FOR DAMAGE BOMBS Alchemist Level		6				
10  Strength Sonus + STR → INT Intelligence Penalty  Dexterity + DEX → - WIS Penalty  Bonus + CON → - CHA Charisma  Poison resistance  Poison resistance fortitude save bonus  +  BASIC DAMAGE  BOMBS  Charisma Penalty  BOMBS  OTHER DAMAGE  Bombs Today  Alchemist Level  Alchemist Level  BOMBS  Alchemist Level  THOW DC  Alchemist Level  Alchemist Level  Alchemist Level  BOMBS  BOMBS  Alchemist Level  BOMBS  Alchemist Level  BOMBS  BOMBS  Alchemist Level  BOMBS  Alchemist Level  BOMBS  BOMBS  Alchemist Level  BOMBS  BOMBS  Alchemist Level  BOMBS  BOMBS  Alchemist Level  BOMBS  BOMBS  BOMBS  BOMBS  BOMBS  BOMBS  Alchemist Level  BOMBS  BOMB	8	0				
10  Strength Sonus + STR → INT Intelligence Penalty  Dexterity + DEX → - WIS Penalty  Bonus + CON → - CHA Charisma  Poison resistance  Poison resistance fortitude save bonus  +  BASIC DAMAGE  BOMBS  Charisma Penalty  BOMBS  OTHER DAMAGE  Bombs Today  Alchemist Level  Alchemist Level  BOMBS  Alchemist Level  THOW DC  Alchemist Level  Alchemist Level  Alchemist Level  BOMBS  BOMBS  Alchemist Level  BOMBS  Alchemist Level  BOMBS  BOMBS  Alchemist Level  BOMBS  Alchemist Level  BOMBS  BOMBS  Alchemist Level  BOMBS  BOMBS  Alchemist Level  BOMBS  BOMBS  Alchemist Level  BOMBS  BOMBS  BOMBS  BOMBS  BOMBS  BOMBS  Alchemist Level  BOMBS  BOMB						
Strength + STR - INT Intelligence Penalty Penalty DURATION  Dexterity Bonus + DEX - Wisdom Penalty DURATION  Constitution Bonus + CON - CHA Charisma Penalty DURATION  POISON RESISTANCE  POISON RESISTANCE  POISON RESISTANCE FORTITUDE SAVE BONUS  + BASIC DAMAGE BOMBS    Constitution Bonus   BOMBS   BOMBS   Bombs Today   Bomb	9					
Strength Bonus + STR - INT Intelligence Penalty  Dexterity + DEX - WIS Penalty  Bonus + CON - CHA Charisma Penalty  POISON RESISTANCE  POISON RESISTANCE  POISON RESISTANCE  POISON RESISTANCE FORTITUDE SAVE BONUS  +  BOMBS    BOMBS   Alchemist Level  Level  Intelligence Penalty  DURATION  Alchemist Level  BOMBS  Alchemist Level  FER DAY  Alchemist Level  Alchemist Level  FER DAY  Alchemist Level  FER DAY  Alchemist Level  Alchemist Level  FER DAY  Alchemist Level  BOMBS  Alchemist Level  Alchemist Level  FER DAY  Alchemist Level  BOMBS  Alchemist Level  FER DAY  Alchemist Level  Alchemist Level  Alchemist Level  FER DAY  Alchemist Level  FER DAY  Alchemist Level  Alchemist Level  FER DAY  FER						
Bonus  Dexterity Bonus  Destrity Bonus  Destrity Bonus  Destrity Bonus  Destrity Bonus  DURATION  Alchemist Level  Constitution Bonus  Poison Resistance  Poison Resistance  BOMBS   Constitution Bonus  DURATION  Alchemist Level  DURATION  OTHER DAMAGE Bonus  Alchemist Level  BOMBS  Alchemist Level  DURATION  Alchemist Level  Alchemist Level  Alchemist Level  FER DAY  Alchemist Level  Alchemist Level  Alchemist Level  FER DAY  Alchemist Level  Alchemist Level  BOMBS  Alchemist Level  Alchemist Level  BOMBS  Alchemist Level  BOMBS  Alchemist Level  Alchemist Level  BOMBS  BOMBS  Alchemist Level  BOMBS  Alchemist Level  BOMBS  BOMBS  Alchemist Level  BOMBS  BOMBS  Alchemist Level  BOMBS  BOMBS  Alchemist Level  BOMBS  BOMBS  BOMBS  Alchemist Level  BOMBS  BOMBS  BOMBS  BOMBS  BOMBS  BOMBS  BOMBS  BOMBS  BOMBS  BOMB	10	X		MUTAGE	NS	, m
Dexterity Bonus +DEX -WIS Penalty DURATION  12 Constitution Bonus +CON -CHA Charisma Penalty DURATION  POISON RESISTANCE  POISON RESISTANCE  POISON RESISTANCE FORTITUDE SAVE BONUS  + BASIC DAMAGE Bombs Today  Alchemist Level  BOMBS Alchemist Level  Wisc Bombs Today  Alchemist Level  Alchemist Level  PER DAY Alchemist Level  Round up)  SAVING THROW DC Alchemist Level  + SPLASH DAMAGE THROW DC Alchemist Level  + SPLASH DAMAGE THROW DC Alchemist Level  Round down)				INT Intelligence		
2 Constitution Bonus +CON → CHA Charisma Penalty mins = 10 mins ×  POISON RESISTANCE  POISON RESISTANCE FORTITUDE SAVE BONUS  + BASIC DAMAGE   Bombs Today  Alchemist   Level   BOMBS   Alchemist   Level   L	11			Wisdom		
POISON RESISTANCE  POISON RESISTANCE FORTITUDE SAVE BONUS				Penalty	DURATION	
POISON RESISTANCE POISON RESISTANCE FORTITUDE SAVE BONUS    Level	12				mins = 10 mins >	<
POISON RESISTANCE POISON RESISTANCE FORTITUDE SAVE BONUS    Level				BOMBS		
+ BASIC DAMAGE    Alchemist   BOMBS   Alchemist   Level   BOMBS   DAMAGE   Bombs Today			Ic -	7		
Alchemist Level  MUNDANE POTIONS  Alchemist Level  FER DAY  Alchemist Level  SAVING THROW DC  Alchemist Level  H  SPLASH DAMAGE  Alchemist Level  SPLASH DAMAGE  H  Splash  Use this DC for Splash reflex saves.  (Round down)						
Alchemist Level  Misc  PER DAY  MUNDANE POTIONS  Alchemist Level  FER DAY  Alchemist Level  SAVING THROW DC  Alchemist Level  Alchemist Level  Alchemist Level  SPLASH DAMAGE  H  Splash  Use this DC for Splash reflex saves.  (Round down)	+					
MUNDANE POTIONS  ( ÷ 2 ) INT  = + INT +  (Round up)  SAVING THROW DC  Level  + = 10 + ( ÷ 2 ) + INT  Splash  Use this DC for Splash reflex saves. (Round down)			t	DED DATE AIGH	nemist Misc [	
SPLASH DAMAGE SPLASH DAMAGE  + =10 + ( ÷ 2 ) + INT    Splash   Use this DC for Splash reflex saves. (Round down)		/	÷ 2 ) INT		+ INT +	
+ SPLASH DAMAGE   + SPLASH DAMAGE   + SPLASH DAMAGE   + THROW DC Level    CRound down)    Company   Compa		(R	Round up)	SAVING		
Splash Use this DC for Splash reflex saves. (Round down)		<b>√</b> S:	PLASH DAMAGE 🔟			
			+	=10	+ ( ÷ 2) + INT	
tt radius Discovery fortitude saves etc			Splash ft radius		on renex ouves,	l down)