ALCHEMIST

Alchemist Level ☐

ALCHEMY

Extract Save DC		Extrakte pro Tag	=	Base Extracts	+	IN	IN - 4	IN - 8	IN - 12
	1					☐	☐	☐	☐
	2					☐	☐	☐	☐
	3					☐	☐	☐	☐
	4					☐	☐	☐	☐
	5					☐	☐	☐	
	6					☐	☐	☐	

Extract Save DC = 10 + INT + Extract Level

DISCOVERIES

DISCOVERIES KNOWN

☐ = (_____ Alchemist Level ÷ 2) + _____ Sonstiges

(abrunden)

1
2
3
4
5
6
7
8
9
10
11
12

POISON RESISTANCE

POISON RESISTANCE FORTITUDE SAVE BONUS

+ ☐

Stufe **10**   ☐ Immun gegen jedes Gift

MUNDANE POTIONS

EXTRACTS

1

2

3

4

5

6

MUTAGENS

Stärke Bonus	+ ST	→	- IN	Intelligence Penalty	+ RK	Natürliche Rüstung Bonus
Dexterity Bonus	+ GE	→	- WE	Wisdom Penalty		
Constitution Bonus	+ KO	→	- CH	Charisma Penalty		

DAUER ☐ min. = 10 min. × _____ Alchemist Level

BOMBS

W6 + ☐

GRUNDSCHADEN

Alchemist Level (_____ ÷ 2) IN

(aufrunden)

SPLASH DAMAGE

☐ +

☐ m Splash radius

OTHER DAMAGE

BOMBS PRO TAG

☐ = _____ + IN + _____ Sonstiges
       Alchemist Level

Bombs Today
☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐

RETTUNGS-WURF SG

☐ = 10 + (_____ ÷ 2) + IN
              Alchemist Level

(abrunden)

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