

ALCHEMIST

Alchemist
Level

ALCHEMY

Extract Save DC		Extracts per day	=	Base Extracts	+	INT	INT - 4	INT - 8	INT - 12
	1								
	2								
	3								
	4								
	5								
	6								

Extract Save DC = 10 + INT + Extract Level

DISCOVERIES

DISCOVERIES
KNOWN

Alchemist
Level

Misc

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

(Naar beneden afgerond)

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

POISON RESISTANCE

POISON RESISTANCE FORTITUDE SAVE BONUS

+

Level **10** ☐ Immune to all poisons

MUNDANE POTIONS

EXTRACTS

1	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>
2	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>
3	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>
4	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>
5	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>
6	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>

MUTAGENS

Strength Bonus	+ STR	→	- INT	Intelligence Penalty	+ PK	Natural Armour Bonus
Dexterity Bonus	+ DEX	→	- WIS	Wisdom Penalty		
Constitution Bonus	+ CON	→	- CHA	Charisma Penalty		

DURATION mins = 10 mins ×

Alchemist Level

BOMBS

d6 +	OTHER DAMAGE	Bombs Today
Alchemist Level	Alchemist Level	<input type="text"/>
BASIC DAMAGE	BOMBS PER DAY	
$\left(\boxed{} \div 2 \right)$	$\boxed{} = \boxed{} + \text{INT} + \boxed{}$	
(Naar boven afgerond)		
SPLASH DAMAGE	SAVING THROW DC	
$\boxed{} + \boxed{}$	$\boxed{} = 10 + \left(\boxed{} \div 2 \right) + \text{INT}$	
<input type="text"/> ft Splash radius	Use this DC for Splash reflex saves, Discovery fortitude saves etc.	