

Alchemist  
Level

## ALCHEMY

Extract Save DC = 10 + INT + Extract Level

## DISCOVERIES

## DISCOVERIES KNOWN

Alchemist  
Level

Misc

$$\boxed{\phantom{000}} = \left( \phantom{000} \div 2 \right) +$$

(Round down)

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

<div>1</div>	<div>□ □ □</div>	<div>□ □ □</div>
	<div>□ □ □</div>	<div>□ □ □</div>
	<div>□ □ □</div>	<div>□ □ □</div>
	<div>□ □ □</div>	<div>□ □ □</div>
	<div>□ □ □</div>	<div>□ □ □</div>
	<div>□ □ □</div>	<div>□ □ □</div>
	<div>□ □ □</div>	<div>□ □ □</div>
<div>2</div>	<div>□ □ □</div>	<div>□ □ □</div>
	<div>□ □ □</div>	<div>□ □ □</div>
	<div>□ □ □</div>	<div>□ □ □</div>
	<div>□ □ □</div>	<div>□ □ □</div>
	<div>□ □ □</div>	<div>□ □ □</div>
	<div>□ □ □</div>	<div>□ □ □</div>
<div>3</div>	<div>□ □ □</div>	<div>□ □ □</div>
	<div>□ □ □</div>	<div>□ □ □</div>
	<div>□ □ □</div>	<div>□ □ □</div>
	<div>□ □ □</div>	<div>□ □ □</div>
	<div>□ □ □</div>	<div>□ □ □</div>
	<div>□ □ □</div>	<div>□ □ □</div>
<div>4</div>	<div>□ □ □</div>	<div>□ □ □</div>
	<div>□ □ □</div>	<div>□ □ □</div>
	<div>□ □ □</div>	<div>□ □ □</div>
	<div>□ □ □</div>	<div>□ □ □</div>
	<div>□ □ □</div>	<div>□ □ □</div>
<div>5</div>	<div>□ □ □</div>	<div>□ □ □</div>
	<div>□ □ □</div>	<div>□ □ □</div>
	<div>□ □ □</div>	<div>□ □ □</div>
	<div>□ □ □</div>	<div>□ □ □</div>
	<div>□ □ □</div>	<div>□ □ □</div>
<div>6</div>	<div>□ □ □</div>	<div>□ □ □</div>
	<div>□ □ □</div>	<div>□ □ □</div>
	<div>□ □ □</div>	<div>□ □ □</div>
	<div>□ □ □</div>	<div>□ □ □</div>
	<div>□ □ □</div>	<div>□ □ □</div>

## MUTAGENS

### Strength Bonus

+ STR

→ - INT

### Intelligence Penalty

+ AC

### Natural Armour Bonus

Dexterity  
Bonus

+ DEX

→ - WIS

Wisdom  
Penalty

### DURATION

Alchemist  
Level

## Constitution Bonus

+ CON

→ -CHA

Charisma  
Penalty

$$\boxed{\phantom{000}} \text{ mins} = 10 \text{ mins} \times$$

## BOMBS

d6 +

↑ **BASIC DAMAGE**  
 Alchemist  
Level

↑  
**INT**

( ÷ 2 )  
 -----  
 (Round up)

-----  
 ↓ **SPLASH DAMAGE** ↓

+

ft  
 Splash  
radius

-----  
 ↓ **SPLASH DAMAGE** ↓

**OTHER DAMAGE**

**BOMBS  
PER DAY**

Alchemist  
Level

Misc

-----  
 =

-----  
 + **INT** +

-----  
 +

Bombs Today  


**SAVING  
THROW DC**

Alchemist  
Level

-----  
 = **10** + (

-----  
 ÷ 2 ) + **INT**

-----  
 +

(Round down)

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