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

$= \left(\dfrac{\text{Alchemist Level}}{\div 2} \right) + \underline{\quad}$ Misc

(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

1
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐

2
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐

3
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐

4
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐

5
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐

6
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐

MUTAGENS

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

DURATION

___ mins = 10 mins × ___ Alchemist Level

BOMBS

d6 +

BASIC DAMAGE

$\left(\dfrac{\text{Alchemist Level}}{\div 2} \right)$ INT

(Round up)

SPLASH DAMAGE

+

___ ft Splash radius

OTHER DAMAGE

Bombs Today
☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐

BOMBS PER DAY

___ = ___ + INT + ___
Alchemist Level   Misc

SAVING THROW DC

___ = 10 + $\left(\dfrac{\text{Alchemist Level}}{\div 2} \right)$ + INT

(Round down)

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