

Alchemist
Level

ALCHEMY

Extract Save DC = 10 + INT + Extract Level

DISCOVERIES

Misc

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

(Round down)

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

POISON RESISTANCE

+

Level
10 ☐ Immune to all poisons

MUNDANE POTIONS

EXTRACTS

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MUTAGENS

Strength Bonus **+STR** → **-INT** Intelligence Penalty **+AC** Natural Armor Bonus

Dexterity Bonus **+DEX** → **-WIS** Wisdom Penalty

Constitution Bonus **+CON** → **-CHA** Charisma Penalty

DURATION mins = 10 mins ×

Alchemist Level

BOMBS

The diagram illustrates the calculation of splash damage from a thrown bomb. It shows two main paths: one for basic damage and another for other damage.

BASIC DAMAGE:

- A box labeled "d6 +" has an upward arrow from "BASIC DAMAGE".
- "BASIC DAMAGE" is calculated as $\text{Alchemist Level} \times (\div 2)$.
- An upward arrow points from "BASIC DAMAGE" to a box containing "+ INT".
- A downward arrow points from "BASIC DAMAGE" to a box labeled "SPLASH DAMAGE".
- A downward arrow points from "INT" to the same "SPLASH DAMAGE" box.
- The "SPLASH DAMAGE" box contains a "+" sign.
- Below the "SPLASH DAMAGE" box is a box labeled "ft" (feet) and "Splash radius".

OTHER DAMAGE:

- A box labeled "BOMBS PER DAY" is followed by an equals sign.
- To the right of the equals sign are three boxes: "Alchemist Level", "+ INT", and "Misc".
- Below the "Alchemist Level" box is a box labeled "SAVING THROW DC".
- Below the "SAVING THROW DC" box is a box containing "**= 10 +**".
- To the right of this box is a large parentheses containing " $(\div 2)"$.
- To the right of the parentheses is a box labeled "+ INT".
- Below the entire expression is a note: "Use this DC for Splash reflex saves, Discovery fortitude saves, etc."
- At the bottom right is a note: "(Round down)".

Bombs Today:

- A grid of 20 small squares arranged in 4 rows and 5 columns.