

Alchemist  
Level

## ALCHEMY

Extract Save DC = 10 + INT + Extract Level

## DISCOVERIES

Misc

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

(Round down)

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

## POISON RESISTANCE

Level  
**10** ☐ Immune to all poisons

## MUNDANE POTIONS

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## EXTRACTS

[illegible]

## MUTAGENS

Strength Bonus  $\boxed{+STR}$   $\rightarrow$   $\boxed{-INT}$  Intelligence Penalty  $\boxed{+AC}$  Natural Armor Bonus

Dexterity Bonus  $\boxed{+DEX}$   $\rightarrow$   $\boxed{-WIS}$  Wisdom Penalty

Constitution Bonus  $\boxed{+CON}$   $\rightarrow$   $\boxed{-CHA}$  Charisma Penalty

**DURATION**  $\boxed{\text{mins} = 10 \text{ mins} \times}$  Alchemist Level

## BOMBS

**d6 +**

↑ **BASIC DAMAGE** ↑

Alchemist Level

$( \div 2 )$

(Round up)

↓ **SPLASH DAMAGE** ↓

**+**

ft      Splash radius

**OTHER DAMAGE**

Bombs Today

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**BOMBS PER DAY**

Alchemist Level      Misc

**SAVING THROW DC**

Alchemist Level

**BOMBS PER DAY**      **SAVING THROW DC**

$\boxed{\phantom{000}} = \boxed{\phantom{000}} + \text{INT} + \boxed{\phantom{000}}$

$\boxed{\phantom{000}} = 10 + ( \boxed{\phantom{000}} \div 2 ) + \text{INT}$

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

(Round down)