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

= (÷ 2) + (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 Armor Bonus
Dexterity Bonus	+ DEX	→	- WIS	Wisdom Penalty	
Constitution Bonus	+ CON	→	- CHA	Charisma Penalty	

DURATION

mins = 10 mins × Alchemist Level

BOMBS

d6 +

BASIC DAMAGE

Alchemist Level

(÷ 2) (Round up)

INT

SPLASH DAMAGE

+

ft Splash radius

OTHER DAMAGE

BOMBS PER DAY

= + INT + Alchemist Level Misc

Bombs Today

SAVING THROW DC

= 10 + (÷ 2) + INT (Round down)

Alchemist Level

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