ALCHEMIST

Alchimista Livello ☐

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

☐ = (Alchimista Livello ÷ 2) + _____ Altro

(Arrotondato per difetto)

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

POISON RESISTANCE

POISON RESISTANCE FORTITUDE SAVE BONUS

+ ☐

Livello 10   ☐ Immune a tutti i veleni

MUNDANE POTIONS

EXTRACTS

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

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

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

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

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

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

MUTAGENS

Strength Bonus	+ FOR → - INT	Intelligence Penalty	+ CA	Natural Armour Bonus
Dexterity Bonus	+ DES → - SAG	Wisdom Penalty		
Constitution Bonus	+ COS → - CAR	Charisma Penalty		

DURATION ☐ mins = 10 mins × _____ Alchimista Livello

BOMBS

d6 + ☐

BASIC DAMAGE

Alchimista Livello (_____ ÷ 2)
(Arrotond. per eccesso)

INT

OTHER DAMAGE

BOMBS PER DAY ☐ = _____ + INT + _____
Alchimista Livello   Altro

Bombs Today
☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐

SPLASH DAMAGE
+

☐ mtrs   Splash radius

SAVING THROW DC ☐ = 10 + (_____ ÷ 2) + INT
Alchimista Livello

(Arrotondato per difetto)

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