

Alchemist
Level

ALCHEMY

Extract Save DC = 10 + INT + Extract Level

DISCOVERIES

Misc

(Round down)

12

POISON RESISTANCE

+

10

MUNDANE POTIONS

EXTRACTS

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MUTAGENS

Charisma
Penalty

Alchemist
Level

BOMBS

(Round up)

SPLASH DAMAGE

+

ft

Splash radius

SAVING THROW DC

= 10 + (

÷ 2)

+ INT

(Round down)

Use this DC for Splash reflex saves, Discovery fortune dice saves etc.

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