

ALCHEMY

Extract
Save DC

Extracts
per day

=

Base
Extracts

+

INT - 4
INT - 8
INT - 12

1

2

3

4

5

6

Extract Save DC = 10 + INT + Extract Level

DISCOVERIES

DISCOVERIES
KNOWN

Alchimista
Livello

Altro

= (÷ 2) +

(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

☐
☐
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5

☐
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☐

6

☐
☐
☐
☐

HEALING SALVE

PF
CURATI

Alchimista
Livello

d6 = ÷ 2

Apply a healing salve or potion as a move action.

Apply a healing salve to self as a swift action.

Using a healing salve counts as one use of your bombs for today.

Livello

18

☐ Instant Alchemy

Craft any alchemical item as a full round action

Apply a healing salve as a swift action

BOMBS

d6 +

BASIC DAMAGE

Alchimista
Livello

(÷ 2)

(Arrotond. per eccesso)

SPLASH DAMAGE

+

mtrs

Splash
radius

INT

OTHER DAMAGE

Bombs Today

☐
☐
☐
☐
☐
☐
☐
☐

BOMBS
PER DAY

Alchimista
Livello

Altro

= + INT +

SAVING
THROW DC

Alchimista
Livello

= 10 + (÷ 2) + INT

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

(Arrotondato per difetto)