

Alchemist
Level

ALCHEMY

Extract Save DC = 10 + INT + Extract Level

DISCOVERIES

Misc

(Round down)

POISON RESISTANCE

POISON RESISTANCE FORTITUDE SAVE BONUS

Level **10** ☐ Immune to all poisons

MUNDANE POTIONS

EXTRACTS

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MUTAGENS

Strength Bonus	+STR	→	-INT	Intelligence Penalty	+AC	Natural Armour Bonus
Dexterity Bonus	+DEX	→	-WIS	Wisdom Penalty		
Constitution Bonus	+CON	→	-CHA	Charisma Penalty		
					DURATION	Alchemist Level
					mins	= 10 mins ×

BOMBS

The diagram illustrates the calculation of splash damage. It features several interconnected boxes and labels:

- Top Left:** A box labeled "d6 +".
- Below "d6 +":** An upward arrow labeled "BASIC DAMAGE".
- Below "BASIC DAMAGE":** A box labeled "Alchemist Level".
- Below "Alchemist Level":** A box labeled "÷ 2".
- Below "÷ 2":** A dashed line with the text "(Round up)" below it.
- Below "(Round up)":** A downward arrow labeled "SPLASH DAMAGE".
- Below "SPLASH DAMAGE":** A box labeled "+".
- Below "+":** A box labeled "ft".
- Below "ft":** A box labeled "Splash radius".
- Top Right:** A large empty box.
- Below Top Right:** A box labeled "OTHER DAMAGE".
- Below "OTHER DAMAGE":** A box labeled "Alchemist Level".
- Below "Alchemist Level":** A box labeled "÷ 2".
- Below "÷ 2":** A dashed line with the text "(Round down)" below it.
- Below "(Round down)":** A box labeled "+ INT".
- Below "+ INT":** A box labeled "INT".
- Bottom Left:** A box labeled "BOMBS PER DAY".
- Bottom Center:** A box labeled "SAVING THROW DC".
- Bottom Right:** A box labeled "Alchemist Level".
- Far Right:** A box labeled "Bombs Today" with a 4x4 grid of squares below it.