ALCHEMIST Alchemist Save DC Extracts Extracts Extracts Extracts Save DC DISCOVERIES DISCOVERIES Extract Extract	
Extract Extracts = Base per day = Extracts = Extracts <th></th>	
Save DC per day Extracts	
1	
2 3 4 4 5 Extract Save DC = 10 + INT + Extract Level DISCOVERIES KNOWN Level (Округлять к меньшему) 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	
2	
5	
Бехtract Save DC = 10 + INT + Extract Level DISCOVERIES Alchemist Level Прочее (Округлять к меньшему) 1 Округлять к меньшему	
Extract Save DC = 10 + INT + Extract Level DISCOVERIES Alchemist Level (Округлять к меньшему) 1 OKPOVENTI S OKPOVENT S	
DISCOVERIES KNOWN Alchemist Level Прочее	
DISCOVERIES KNOWN Alchemist Level Прочее	
Computation	
(Округлять к меньшему) 1 —————————————————————————————————	
1	
3	
4 000 000	
4	
5 000 000	
5	
6 000 000 000	
7	
8 6	
9	
10 MUTAGENS	,
Strength Bonus + STR - INT Intelligence Penalty + K3 Natural Armour Bonus	
11 Dexterity Wisdom	
Bonus Bonus Penalty Alch	nemist evel
12 Constitution Bonus +CON → -CHA Charisma Penalty mins = 10 mins ×	
вомвѕ	
POISON RESISTANCE	
POISON RESISTANCE FORTITUDE SAVE BONUS d6 +	
BASIC DAMAGE OTHER DAMAGE Bombs	
Уровень Alchemist BOMBS Alchemist Прочее ПО Level PER DAY Level	
MUNDANE POTIONS \cdot (\div 2) INT $=$ + INT +	
(Округлять вверх)	
SPLASH DAMAGE SAVING Alchemist Level	
$+ = 10 + (\div 2) + INT$	
Splash Use this DC for Splash reflex saves, (Округлять к меньшему	
ft Spiash use this DC for spiash reflex saves, and adding the saves etc.	r)