

ALCHEMIST

Alchemist
Level

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

Alchemist
Level

Прочее

$$\boxed{} = \left(\boxed{} \div 2 \right) + \boxed{}$$

(Округлять к меньшему)

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

POISON RESISTANCE

POISON RESISTANCE FORTITUDE SAVE BONUS

+

Уровень
10 ☐ Immune to all poisons

MUNDANE POTIONS

EXTRACTS

1	<div>□□□</div>	<div>□□□</div>
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MUTAGENS

Strength Bonus	+STR	→	-INT	Intelligence Penalty	+K3	Natural Armour Bonus	
Dexterity Bonus	+DEX	→	-WIS	Wisdom Penalty			
Constitution Bonus	+CON	→	-CHA	Charisma Penalty			
					DURATION		Alchemist Level
					<div>mins</div>	= 10 mins ×	<div></div>

BOMBS

<div>d6 +</div>	<div></div>
↑ BASIC DAMAGE	↑ OTHER DAMAGE
Alchemist Level	Alchemist Level
$\left(\boxed{} \div 2 \right)$	$\boxed{} = \boxed{} + \text{INT} + \boxed{}$
(Округлять вверх)	
↓ SPLASH DAMAGE	
<div>+</div>	<div>SAVING THROW DC</div>
<div>ft</div>	<div>Alchemist Level</div>
Splash radius	$= 10 + \left(\boxed{} \div 2 \right) + \text{INT}$
	(Округлять к меньшему)
	Use this DC for Splash reflex saves, Discovery fortitude saves etc.

Bombs Today
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