

ALCHEMY

| Extract Save DC | | Extracts per day | = | Base Extracts | + | IN | IN -4 | IN -8 | IN -12 |
|--------------------|---|---------------------|---|------------------|---|----|-------|-------|--------|
| | 1 | | | | | | | | |
| | 2 | | | | | | | | |
| | 3 | | | | | | | | |
| | 4 | | | | | | | | |
| | 5 | | | | | | | | |
| | 6 | | | | | | | | |

Extract Save DC = 10 + INT + Extract Level

DISCOVERIES

DISCOVERIES
KNOWN

Alchemist
Level

Sonst. Mod.

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

1

2

3

4

5

6

7

8

9

10

11

12

POISON RESISTANCE

POISON RESISTANCE FORTITUDE SAVE BONUS

+

Stufe
10 ☐ Immun gegen jedes Gift

MUNDANE POTIONS

EXTRACTS

1

2

3

4

5

6

HEALING SALVE

HEILUNGS-
PUNKTE

Alchemist
Level

$$\boxed{} W6 = \boxed{} \div 2$$

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.

Stufe
18 ☐ Instant Alchemy

Craft any alchemical item as a full round action
Apply a healing salve as a swift action

BOMBS

w6 +

GRUNDSCHADEN

Alchemist Level

$\div 2$

(aufrunden)

SPLASH DAMAGE

+

m

Splash radius

OTHER DAMAGE

Bombs Today

BOMBS PRO TAG

Alchemist Level

Sonst. Mod.

$\div 2$

IN

+

+

SAVING THROW DC

Alchemist Level

$\div 2$

IN

(abrunden)

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