

ALCHEMY

Extract Save DC		Extracts per day	=	Base Extracts	+	IN	IN - 4	IN - 8	IN - 12
	1					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	2					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	3					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	4					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	5					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	6					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Extract Save DC = 10 + INT + Extract Level

DISCOVERIES

DISCOVERIES
KNOWN

Alchemist
Level

Sonst. Mod.

=

(

÷ 2

)

+

(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

W6

=

÷ 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

(÷ 2)

(aufrunden)

SPLASH DAMAGE

+

m

Splash
radius

OTHER DAMAGE

Bombs Today

BOMBS
PRO TAG

Alchemist
Level

Sonst. Mod.

+

IN

+

RETTUNGS-
WURF SG

Alchemist
Level

= 10 + (÷ 2) + IN

(abrunden)

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