

Alchemist
Level

EXTRACTS

Extract Save DC = 10 + INT + Extract Level

DISCOVERIES KNOWN

DISCOVERIES KNOWN = $\left(\frac{\text{Alchemist Level}}{\div 2} \right) + \text{Misc}$

(Round down)

POISON RESISTANCE FORTITUDE SAVE BONUS

Level **10** ☐ Immune to all poisons

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Strength Bonus \rightarrow Intelligence Penalty

Dexterity Bonus \rightarrow Wisdom Penalty

Constitution Bonus \rightarrow Charisma Penalty

Natural Armour Bonus

DURATION

mins = 10 mins \times Alchemist Level

BASIC DAMAGE

Alchemist Level

$(\div 2)$

(Round up)

SPLASH DAMAGE

ft Splash radius

OTHER DAMAGE

BOMBS PER DAY

Alchemist Level

Misc

Bombs Today

d6 +

INT

+

SAVING THROW DC

Alchemist Level

10 + ($\div 2$) + INT

(Round down)

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