ALCHEMIST

Alchemist Level

ALCHEMY

Extract Save DC		Extrakte pro Tag	=	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

$$\boxed{} = \left(\underbrace{}_{\text{Alchemist Level}} \div 2 \right) + \underbrace{}_{\text{Sonstiges}}$$

(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
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐

MUTAGENS

Stärke Bonus	+ ST	→	- IN	Intelligence Penalty	+ RK	Natürliche Rüstung Bonus
Dexterity Bonus	+ GE	→	- WE	Wisdom Penalty		
Constitution Bonus	+ KO	→	- CH	Charisma Penalty		

DAUER

$$\boxed{} \text{ min.} = 10 \text{ min.} \times \underbrace{}_{\text{Alchemist Level}}$$

BOMBS

W6 +

GRUNDSCHADEN

$$\left(\underbrace{}_{\text{Alchemist Level}} \div 2 \right) \quad \text{IN}$$

(aufrunden)

SPLASH DAMAGE

+

___ m Splash radius

OTHER DAMAGE

BOMBS PRO TAG

$$\boxed{} = \underbrace{}_{\text{Alchemist Level}} + \text{IN} + \underbrace{}_{\text{Sonstiges}}$$

RETTUNGS-WURF SG

$$\boxed{} = 10 + \left(\underbrace{}_{\text{Alchemist Level}} \div 2 \right) + \text{IN}$$

(abrunden)

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

Bombs Today
☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐