ALCHEMIST Alchemist Level		EXTRACTS			
Extract Extrakte Base	1				
Save DC pro Tag = Extracts + + \infty					
1					
2					
3					
4					
5 ,,,,	2				
6					
Extract Save DC = 10 + INT + Extract Level					
DISCOVERIES					
DISCOVERIES Alchemist KNOWN Level Sonstiges					
Level Sonstiges  = ( ÷ 2 ) +					
(abrun					
1					
2					
3	4				
4					
	🗆				
5					
	5				
6					
7					
1					
0	6				
8					
9					
			MUTAGE	UC C	<b>I</b>
10				N. C. F. L. D. C.	
	Stärl Bonu		IN Intelligence Penalty	+ RK Natürliche Rüstung Bonus	
11	Dexteri		Wisdom	41.1	
	Bonu	is	Penalty		emist evel
12	Constitution Bonu		CH Charisma Penalty	min. = 10 min. ×	
			BOMBS		
POISON RESISTANCE					
POISON RESISTANCE FORTITUDE SAVE BONUS		W6 +			
+	↑ G	RUNDSCHADEN A		OTHER DAMAGE Bombs T	
Stufe 10 □ Immun gegen jedes Gift	Alchemis Level	t		emist Sonstiges	
MUNDANE POTIONS		÷ 2 ) IN	=	evel	
MONDANETOTIONS	`	ufrunden)		+ IN + 000(	
		,	RETTUNGS- WURF SG	Alchemist	
		PLASH DAMAGE 🔟		Level	
		+	=10		
		Splash m radius	Use this DC for Spla Discovery fortitude s	sh reflex saves, (abrunden) saves etc.	)