

## ALCHEMY

Extract  
Save DC

Extracts  
per day

=

Base  
Extracts

+

INT - 4  
INT - 8  
INT - 12

1

2

3

4

5

6

Extract Save DC = 10 + INT + Extract Level

## DISCOVERIES

DISCOVERIES  
KNOWN

Poziom  
Alchemika

Inne

=  $\left( \frac{\text{Poziom Alchemika}}{\div 2} \right) + \text{Inne}$   
(Zaokrąglane w dół)

1

2

3

4

5

6

7

8

9

10

11

12

## POISON RESISTANCE

POISON RESISTANCE FORTITUDE SAVE BONUS

+

Poziom

10 ☐ Odporny na wszystkie trucizny

## MUNDANE POTIONS

## EXTRACTS

1

☐  
☐  
☐  
☐

2

☐  
☐  
☐  
☐

3

☐  
☐  
☐  
☐

4

☐  
☐  
☐  
☐

5

☐  
☐  
☐  
☐

6

☐  
☐  
☐  
☐

## HEALING SALVE

HEALING  
POINTS

Poziom  
Alchemika

k6 =  $\frac{\text{Poziom Alchemika}}{\div 2}$

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.

Poziom  
18 ☐ Instant Alchemy

Craft any alchemical item as a full round action

Apply a healing salve as a swift action

## BOMBS

K6 +

BASIC DAMAGE

Poziom  
Alchemika

$\left( \frac{\text{Poziom Alchemika}}{\div 2} \right)$

(Zaokrąglane w górę)

SPLASH DAMAGE

+

m

Splash  
radius

OTHER DAMAGE

Bombs Today

☐  
☐  
☐  
☐  
☐  
☐  
☐  
☐

BOMBS  
PER DAY

Poziom  
Alchemika

Inne

=  $\frac{\text{Poziom Alchemika}}{\div 2} + \text{Inne}$

SAVING  
THROW DC

Poziom  
Alchemika

=  $10 + \left( \frac{\text{Poziom Alchemika}}{\div 2} \right) + \text{Inne}$   
(Zaokrąglane w dół)

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