

Alchemist
Level

ALCHEMY

Extract Save DC = 10 + INT + Extract Level

DISCOVERIES

Alchemist
Level

Misc

$$\boxed{} = \left(\div 2 \right) +$$

(Round down)

1
2
3
4
5
6
7
8
9
10
11
12

POISON RESISTANCE

+

Level

10

☐ Immune to all poisons

MUNDANE POTIONS

EXTRACTS

[illegible]

MUTAGENS

Strength Bonus **+STR** → **-INT** Intelligence Penalty **+AC** Natural Armour Bonus

Dexterity Bonus **+DEX** → **-WIS** Wisdom Penalty

Constitution Bonus **+CON** → **-CHA** Charisma Penalty

DURATION

mins = 10 mins ×

Alchemist Level

BOMBS

BASIC DAMAGE

Alchemist Level

$(\div 2)$

(Round up)

SPLASH DAMAGE

OTHER DAMAGE

BOMBS PER DAY

Alchemist Level

Misc

SAVING THROW DC

Alchemist Level

$(\div 2)$

Splash radius ft

Bombs Today

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