INVESTIGATOR Investigator Level	•		EXTRACTS	<u> </u>
ALCHEMY				
Extract Extracts Rase 4 8 2	2			
Save DC per day Extracts Extracts				
1 7777				
2				
3 0000				
4				
5				
6				
Extract Save DC = 10 + INT + Extract Level INSPIRATION				
INSPIRATION Investigator Misc				
PER DAY Level				
= (÷ 2) + INT +		000		
Inspiration DD DD Today	3			
Add 1d6 to any skill check 1pt Including skill checks on which you take 10 or 20				
Add 1d6 to Knowledge, Linguistics or Spellcraft Opt				
Provided you have one rank in the skill				
Add 1d6 to one attack roll 2pt Add 1d6 to one saving throw 2pt				
Add 1d6 to one saving throw 2pt Level Inspiration bonus is now 2d6	4			
20 Apply the Inspiration bonus to any skill check.				
TRAPS Perception Investigator Level Locate traps = + (÷ 2) Disable Investigator Investigator Device Investigator Inve				
	5			
Disable traps = + (÷ 2)				
TRAP Investigator SENSE Level				
Level = ÷ 3 (Round down)				
Bonus to reflex saves and AC against traps.	6			
POISON LORE				
Cannot accidentally poison yourself. Spend a minute examining a poison to identify it with				
Level Knowledge (nature) or Knowledge (arcana). 2 DC = the poison's saving throw DC.				
			VESTIGATOR TALENTS	<u>, , , , , , , , , , , , , , , , , , , </u>
DC = the poison's saving throw DC.		110		
Level POISON RESISTANCE				
 2 +2 to all saving throws against poison 5 +4 to all saving throws against poison 				
8 +6 to all saving throws against poison				
11 Immune to all poisons				
KEEN RECOLLECTION				
Level Attempt any knowledge skill check untrained.				
STUDIED COMBAT				
Study foe as a move action to increase attack and damage. INSIGHT Investigator				
BONUS Level = ÷ 2 (Round down)				
Level To study the same foe within 24 hours, spend 1 inspiration. 4 STIDIED Investigator				
STRIKE Level				
You must be able to see your target clearly.				