

# INVESTIGATOR

Nivel de Investigador

## ALQUIMIA

CD Salv de Extractos

Extractos al día

= Extractos Base

+

INT

- 4

INT

- 8

INT

- 12

1

2

3

4

5

6

CD Salv de Extractos = 10 + INT + Nivel del Extracto

## INSPIRATION

INSPIRATION  
PER DAY

Nivel de Investigador

Misc

$$= \left( \frac{\text{Inspiration today}}{2} \right) + \text{INT} + \text{Misc}$$

Inspiration today

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Add 1d6 to any skill check

1pt

Including skill checks on which you take 10 or 20

Add 1d6 to Knowledge, Linguistics or Spellcraft

0pt

Provided you have one rank in the skill

Add 1d6 to one attack roll

2pt

Add 1d6 to one saving throw

2pt

Nivel Inspiration bonus is now 2d6

20 Apply the Inspiration bonus to any skill check.

## TRAMPAS

Percepción

Nivel de Investigador

Locate traps

$$= \left( \frac{\text{Percepción}}{2} \right) + \left( \frac{\text{Nivel de Investigador}}{2} \right)$$

Inutilizar Mecanismo

Nivel de Investigador

Disable traps

$$= \left( \frac{\text{Inutilizar Mecanismo}}{2} \right) + \left( \frac{\text{Nivel de Investigador}}{2} \right)$$

TRAP  
SENSE

Nivel de Investigador

Nivel

3

$$= \left( \frac{\text{TRAP SENSE}}{3} \right) \text{ (Redondear abajo)}$$

Bonus to reflex saves and AC against traps.

## POISON LORE

Cannot accidentally poison yourself.

Spend a minute examining a poison to identify it with

Knowledge (nature) or Knowledge (arcana).

Nivel

2

DC = the poison's saving throw DC.

Spend a minute to neutralise a poison with Craft (alchemy).

DC = the poison's saving throw DC.

## RESISTENCIA A VENENOS

Nivel

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

Inmune a todos los venenos

## KEEN RECOLLECTION

Nivel

3

Attempt any knowledge skill check untrained.

## STUDIED COMBAT

Study foe as a move action to increase attack and damage.

INSIGHT  
BONUS

Nivel de Investigador

$$= \left( \frac{\text{INSIGHT BONUS}}{2} \right) \text{ (Redondear abajo)}$$

Nivel

4

To study the same foe within 24 hours, spend 1 inspiration.

STUDIED  
STRIKE

Nivel de Investigador

$$\text{d6} = \left( \frac{\text{STUDIED STRIKE}}{2} \right) - 1 \text{ (Redondear abajo)}$$

This damage bonus is not multiplied by critical hits.

You must be able to see your target clearly.

## EXTRACTOS

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## INVESTIGATOR TALENTS