INVESTIGATOR Investigator Level	×	EXTRACTS	
ALCHEMY			
Extract Extracts Page + 5 2			
Save DC per day Extracts + Extracts + Extracts			
1 7,70			
2			
3 0000			
4	2		
5			
6			
Extract Save DC = 10 + INT + Extract Level			
INSPIRATION Investigator Misc			
INSPIRATION Investigator Misc PER DAY Level			
= (÷ 2) + INT +			
Inspiration III III			
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	/.		
Level Inspiration bonus is now 2d6 20 Apply the Inspiration bonus to any skill check.	5		
TRAPS			
Investigator			
Locate traps = + (÷ 2)			
Disable Investigator			
Device Level			
Disable traps = + (÷ 2)			
TRAP Investigator			
SENSE Level			
(Round down)	6		
Bonus to reflex saves and AC against traps. POISON LORE	6		
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.			
Spend a minute to neutralize a poison with Craft (alchemy). DC = the poison's saving throw DC.	*	INVESTIGATOR TALENTS	
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.			
3			
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.			
STUDIED Investigator STRIKE Level			
d6 = (÷ 2) - 1 (Round down)			
This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.			