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		000	
PER DAY Level			
= (÷ 2) + INT +		0.00	
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			
Level Inspiration bonus is now 2d6	4		
20 Apply the Inspiration bonus to any skill check.			
TRAPS			
Investigator Perception Level			
Locate traps $= + (\div 2)$			
Disable Investigator Device Level	5		
Disable traps = + (÷ 2)			
TRAP Investigator			
SENSE Level			
3 = ÷ 3 _(Naar beneden afgerond)			
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. Spend a minute to neutralise a poison with Craft (alchemy).	K	VESTIGATOR TALENTS	*
DC = the poison's saving throw DC.			
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 _(Naar beneden afgerond)			
Level To study the same foe within 24 hours, spend 1 inspiration. STUDIED Investigator			
STRIKE Level $d6 = \begin{pmatrix} \vdots & \vdots & \vdots \\ d6 & \vdots & \vdots \\ d6 & \vdots & \vdots \end{pmatrix} - 1_{\text{penden afgerond}}$			
This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.			