INVESTIGATOR Investigator Level	EXTRACTS			
ALCHEMY				
Extract Extracts Base + $\frac{4 \times 2}{100}$	1			
Save DC per day Extracts	2			
1				
2				
3				
5				
Extract Save DC = 10 + INT + Extract Level				
INSPIRATION				
INSPIRATION Investigator Misc				
PER DAY Level				
= ( ÷ 2 ) + INT +				
Inspiration 000 000 today	t 000			
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 = + ( ÷ 2)				
Disable Investigator Device Level	5			
Level Level				
3 = ÷ 3 (Round down)	6			
Bonus to reflex saves and AC against traps.				
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 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.				
STRIKE Level				
You must be able to see your target clearly.				