

Investigator
Level

ALCHEMY

Extract Save DC = 10 + INT + Extract Level

INSPIRATION

Misc

20 Apply the Inspiration bonus to any skill check.

TRAPS

Bonus to reflex saves and AC against traps.

POISON LORE

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.

| 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
3 Attempt any knowledge skill check untrained.

STUDIED COMBAT

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

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$$\boxed{} = \div 2 \quad (\text{Round down})$$

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

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$$\boxed{\text{d6}} = (\quad \div 2) - 1_{(\text{Round down})}$$

This damage bonus is not multiplied by critical hits.
You must be able to see your target clearly.

EXTRACTS

INVESTIGATOR TALENTS

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