INVESTIGATOR Ermittler Stufe		EXTRACTS	*
ALCHEMY	. <u>i</u> [
Extract Extrakte = Base + 4 80 7	1		
Save DC pro Tag Extracts \angle			
1 7777			
2			
3 0000		000	
4 - 1000			
5	2		
Extract Save DC = 10 + INT + Extract Level			
INSPIRATION			
INSPIRATION Ermittler Sonstiges			
PRO TAG Stufe			
= (÷ 2) + IN +			
Inspiration 000 000 today	3		
Add 1d6 to any skill check 1p			
Including skill checks on which you take 10 or 20			
Add 1d6 to Knowledge, Linguistics or Spellcraft Provided you have one rank in the skill			
Add 1d6 to one attack roll 2p	t		
Add 1d6 to one saving throw 2p	t .		
Stufe Inspiration bonus is now 2d6	4		
20 Apply the Inspiration bonus to any skill check.			
FALLENKUNDE Ermittler			
Wahrnehmung Stufe			
Locate traps $=$ + $(\div 2)$			
Mechanism. Ermittler ausschalten Stufe	5		
Disable traps $= +(\div 2)$			
TRAP Ermittler	-		
Stufe Stufe			
3 = ÷ 3 (abrunden)			
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 Stufe Knowledge (nature) or Knowledge (arcana). 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.	. 🔭	INVESTIGATOR TALENTS	
Stufe 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 Immun gegen jedes Gift			
KEEN RECOLLECTION	1		
Stufe Attempt any knowledge skill check untrained.			
3 Attempt any knowledge skill check difframed. STUDIED COMBAT			
Study foe as a move action to increase attack and damage INSIGHT Ermittler BONUS Stufe			
= ÷ 2 (abrunden	n)		
Stufe To study the same foe within 24 hours, spend 1 inspiration			
4 STUDIED Ermittler STRIKE Stufe			
W6 = (n)		
This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.			