

Investigator
Level

ALCHEMY

Extract Save DC = 10 + INT + Extract Level

INSPIRATION

Misc

Add 1d6 to one saving throw 2pt

20 Apply the Inspiration bonus to any skill check.

TRAPS

Bonus to reflex saves and AC against traps.

PACKING HEAT

Level 11 Talented Shot: May select a Gunslinger deed in the place of an Investigator talent, as a Gunslinger of Investigator level -4.

POISON RESISTANCE

Level	
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.
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STUDIED COMBAT

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

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

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

EXTRACTS

INVESTIGATOR TALENTS

[illegible]