

Investigator Level

EXTRACTS

Extract Save DC		Extracts per day	=	Base Extracts	+	INT	INT - 4	INT - 8	INT - 12
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	6					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

INSPIRATION

INSPIRATION PER DAY	Investigator Level	Inne
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$$\boxed{} = \left(\div 2 \right) + \text{INT} + $$

Inspiration today

20 **Poziom** Apply the Inspiration bonus to any skill check, ability check or initiative without spending Inspiration points.

Percepcja	Investigator Level
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Wyszukiwanie Pułapek = + (÷ 2)

Unieszkodliwianie Investigator
Mechanizmów Level

Unieszkodliwianie Pułapek + (÷ 2)

Poziom	TRAP SENSE	Investigator Level
3		$\div 3$

(Zaokrąglane w dół)

Bonus to reflex saves and AC against traps.

Poziom 2 Use **INT** in place of the ability modifier for Disable Device, Perception, Sense Motive, and Use Magic Device checks; and for Diplomacy checks made to gather information.

UNFAILING LOGIC

Poziom	+2	Bonus to Will saves against illusion spells and spell-like abilities.
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4 Use **INT** in place of **WIS** on Will saves for this round. 1pt

Poziom 8	+4	Bonus to Will saves against illusion spells and spell-like abilities.
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Poziom
16 Immune to illusion spells and spell-like abilities.

Poziom
3 Attempt any knowledge skill check untrained.

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

**INSIGHT
BONUS**

$$\boxed{} = \div 2 \quad (\text{Zaokrąglane w dół})$$

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

4	STUDIED STRIKE	Investigator Level
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$$k6 = \left(\frac{\text{Zaokrąglane w dół}}{2} \right) - 1$$

This damage bonus is not multiplied by critical hits.

You must be able to see your target clearly.

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INVESTIGATOR TALENTS

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