INVESTIGATOR

Nível do Investigador ☐

ALCHEMY

Teste de extrair CD — Extrair por dia = Base Extracts + INT / INT - 4 / INT - 8 / INT - 12

☐	1
☐	2
☐	3
☐	4
☐	5
☐	6

Extract Save DC = 10 + INT + Extract Level

INSPIRATION

INSPIRATION PER DAY   Nível do Investigador   Outros

$$\boxed{} = (\underline{} \div 2) + INT + \underline{}$$

Inspiration today ☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐

Add 1d6 to any skill check — **1pt**
Including skill checks on which you take 10 or 20

Adiciona 1d6 para Conhecimento, Linguística e Arte da Magia — **1pt**
Provided you have one rank in the skill

Adiciona 1d6 na rolagem de ataque — **2pt**

Add 1d6 to one saving throw — **2pt**

Nível 20 — Inspiration bonus is now 2d6. Apply the Inspiration bonus to any skill check.

ARMADILHAS

Nível do Investigador
Percepção

Locate traps $\boxed{} = \underline{} + (\underline{} \div 2)$

Desabilitar Dispositivo / Nível do Investigador

Desabilitar armadilhas $\boxed{} = \underline{} + (\underline{} \div 2)$

TRAP SENSE — Nível do Investigador

Nível 3 $\boxed{} = \underline{} \div 3$ (Arredonda para Baixo)

Bonus to reflex saves and AC against traps.

POISON LORE

Nível 2
Cannot accidentally poison yourself.
Spend a minute examining a poison to identify it with Knowledge (nature) or Knowledge (arcana).
DC = the poison's saving throw DC.

Spend a minute to neutralise a poison with Craft (alchemy).
DC = the poison's saving throw DC.

POISON RESISTANCE

Nível	
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	Imune a todos os venenos

KEEN RECOLLECTION

Nível 3
Attempt any knowledge skill check untrained.

STUDIED COMBAT

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

INSIGHT BONUS — Nível do Investigador

$$\boxed{} = \underline{} \div 2$$ (Arredonda para Baixo)

Nível 4 — To study the same foe within 24 hours, spend 1 inspiration.

STUDIED STRIKE — Nível do Investigador

$$\boxed{} d6 = (\underline{} \div 2) - 1$$ (Arredonda para Baixo)

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

EXTRAIR

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INVESTIGATOR TALENTS