

Ermittler
Stufe

EXTRACTS

Extract Save DC = 10 + INT + Extract Level

INSPIRATION
PRO TAG

Ermittler
Stufe

Sonstiges

$$\boxed{} = (\div 2) + \text{IN} + $$

Inspiration today

Add 1d6 to one saving throw 2pt

Stufe Inspiration bonus is now 2d6

20 Apply the Inspiration bonus to any skill check.

Locate traps = $\frac{\text{Wahrnehmung}}{\text{Mechanism. ausschalten}} + \left(\frac{\text{Ermittler Stufe}}{\text{Ermittler Stufe}} \div 2 \right)$

Disable traps ☐ = ☐ + (☐ ÷ 2)

$$\text{Stufe } 3 \quad \text{TRAP SENSE} \quad \text{Ermittler Stufe} \quad = \quad \div 3 \quad (\text{abrunden})$$

Bonus to reflex saves and AC against traps.

Stufe	Gain both Amateur Gunslinger and Gunsmithing feats as bonus feats.
2	Gain a battered firearm identical to the one gained by the Gunslinger.

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

Stufe	
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

Stufe
3 Attempt any knowledge skill check untrained.

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

INSIGHT BONUS

Ermittler
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$$\boxed{} = \div 2 \quad (\text{abrunden})$$

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

4	STUDIED STRIKE	Ermittler Stufe
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$$W6 = \left(\frac{\quad}{2} \right) - 1 \quad (\text{abrunden})$$

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

[illegible]

INVESTIGATOR TALENTS

[illegible]