INVESTIGATOR

Ermittler Stufe

ALCHEMY

Extract Save DC		Extrakte pro Tag	=	Base Extracts	+ IN	IN - 4	IN - 8	IN - 12
	1							
	2							
	3							
	4							
	5							
	6							

Extract Save DC = 10 + INT + Extract Level

INSPIRATION

INSPIRATION PRO TAG = (Ermittler Stufe ÷ 2) + IN + Sonstiges

Inspiration today

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

Add 1d6 to Knowledge, Linguistics or Spellcraft — **0pt**
Provided you have one rank in the skill

Add 1d6 to one attack roll — **2pt**

Add 1d6 to one saving throw — **2pt**

Stufe **20** Inspiration bonus is now 2d6
Apply the Inspiration bonus to any skill check.

FALLENKUNDE

Locate traps = Wahrnehmung + (Ermittler Stufe ÷ 2)

Disable traps = Mechanism. ausschalten + (Ermittler Stufe ÷ 2)

Stufe **3** **TRAP SENSE** = Ermittler Stufe ÷ 3 (abrunden)

Bonus to reflex saves and AC against traps.

POISON LORE

Stufe **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.

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

Stufe **3** Attempt any knowledge skill check untrained.

STUDIED COMBAT

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

INSIGHT BONUS = Ermittler Stufe ÷ 2 (abrunden)

Stufe **4** To study the same foe within 24 hours, spend 1 inspiration.

STUDIED STRIKE = W6 = (Ermittler Stufe ÷ 2) - 1 (abrunden)

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

EXTRACTS

1		
2		
3		
4		
5		
6		

INVESTIGATOR TALENTS