INVESTIGATOR Nivel de Investigador			EXTRACTOS	<u> </u>
ALQUIMIA	_ <u>i</u>			
CD Salv Extractos Extractos	1			
de Extractos al dia Base \(\begin{array}{c c} \beg				
1 7777				
2				
3 0000			000	
4			000	
5	2			
6 000			000	
CD Salv de Extractos = 10 + INT + Nivel del Extracto INSPIRATION			000	
INSPIRATION Nivel de Misc				
PER DAY Investigador			000	
= (000		
Inspiration DDD DDD today	3			
	_			
Add 1d6 to any skill check 11 Including skill checks on which you take 10 or 20				
Add 1d6 to Knowledge, Linguistics or Spellcraft Opt	pt 🗆 🗆 🗆			
Provided you have one rank in the skill Add 1d6 to one attack roll 2				
	pt		000	
Nivel Inspiration bonus is now 2d6	4			
20 Apply the Inspiration bonus to any skill check.				
TRAMPAS Nivel de Percepción Investigador				
Locate traps = + (÷ 2))			
Inutilizar Nivel de Mecanismo Investigador	5			
Disable traps = + (÷ 2)) ===			
TRAP Nivel de				
SENSE Investigador	_			
3 = ÷3 (Redondear abajo	o)			
Bonus to reflex saves and AC against traps.	6			
POISON LORE				
Cannot accidentally poison yourself. Spend a minute examining a poison to identify it with				
Nivel Knowledge (nature) or Knowledge (arcana).				
2 DC = the poison's saving throw DC. Spend a minute to neutralise a poison with Craft (alchemy).		INVESTIGATOR TALENTS		*
DC = the poison's saving throw DC.	_			
Nivel RESISTENCIA A VENENOS 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 Inmune a todos los venenos				
KEEN RECOLLECTION Nivel				
3 Attempt any knowledge skill check untrained.				
STUDIED COMBAT	1			
Study foe as a move action to increase attack and damage	е.			
INSIGHT Nivel de BONUS Investigador				
= ÷ 2 (Redondear abaj	0)			
Nivel To study the same foe within 24 hours, spend 1 inspiration				
4 STUDIED Nivel de				
STRIKE Investigador				
	o)			
This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.				