

## Investigator Level

## EXTRACTS

Extract Save DC		Extracts per day	=	Base Extracts	+	INT	INT - 4	INT - 8	INT - 12
	<b>1</b>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<b>2</b>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<b>3</b>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<b>4</b>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<b>5</b>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	<b>6</b>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

## INSPIRATION

INSPIRATION PER DAY	Investigator Level	Misc
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$$\boxed{\phantom{000}} = \left( \phantom{000} \div 2 \right) + \text{INT} + \phantom{000}$$

Inspiration today

Add 1d6 to one saving throw 2pt

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

[illegible]

Locate traps  =  $\frac{\text{Perception}}{\text{Investigator Level}} + \left( \frac{\text{Investigator Level}}{2} \right)$

Disable traps  =  $\frac{\text{Disable Device} + \text{Investigator Level}}{2}$

	TRAP SENSE		Investigator Level	
Level				
3		=	÷ 3	(Round down)

Bonus to reflex saves and AC against traps.

## INVESTIGATOR TALENTS

**Level 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.

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

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

[illegible]

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

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

**INSIGHT  
BONUS**

$$\boxed{\phantom{00}} = \phantom{00} \div 2 \quad (\text{Round down})$$

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

4	STUDIED STRIKE	Investigator Level
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$$\boxed{\text{d6}} = ( \quad \div 2 ) - 1 \text{ (Round down)}$$

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