

Investigator
Level

ALCHEMY

Extract Save DC = 10 + INT + Extract Level

INSPIRATION

Misc

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

TRAPS

	TRAP SENSE	Investigator Level
Level 3	<div style="border: 1px solid black; width: 100px; height: 40px; display: flex; align-items: center; justify-content: center;"> </div>	<div style="display: flex; align-items: center;"> <div style="flex: 1; border-bottom: 1px solid black; margin-right: 10px;"></div> <div style="font-size: 2em; margin: 0 10px;">÷</div> <div style="flex: 1; border-bottom: 1px solid black; margin-right: 10px;"></div> <div style="font-size: 2em; margin: 0 10px;">3</div> </div> <div style="margin-top: 5px;">(Naar beneden afgerond)</div>

Bonus to reflex saves and AC against traps.

POISON LORE

Level 2 DC = the poison's saving throw DC.
Spend a minute to neutralise a poison with Craft (alchemy).
DC = the poison's saving throw DC.

KEEN RECOLLECTION

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

EXTRACTS

[illegible]