INVESTIGATOR Investigator Level	×	EXTRACTS	
ALCHEMY			
Extract Extracts Base 4 8 2	1		
Save DC per day Extracts Extracts			
1	2		
2			
3 0000		000	
4			
5 700			
6			
Extract Save DC = 10 + INT + Extract Level INSPIRATION			
INSPIRATION Investigator Inne			
PER DAY Level			
= (÷ 2) + INT +		000	
Inspiration DD DD today	3		
Add 1d6 to any skill check 1pt Including skill checks on which you take 10 or 20			
+k6 do Wiedzy, Języków lub Czarostwa Opt			
Provided you have one rank in the skill			
Add 1d6 to one attack roll 2pt Add 1d6 to one saving throw 2pt			
Poziom Inspiration bonus is now 2d6	4		
20 Apply the Inspiration bonus to any skill check.			
PUŁAPKI Investigator Percepcja Level			
Wyszukiwanie Pułapek = + (÷ 2)			
Unieszkodliwianie Investigator Mechanizmów Level	5		
Mechanizmów Level Unieszkodliwianie Pułapek + (÷ 2)			
TRAP Investigator			
Poziom Level			
3 = ÷ 3 (Zaokrąglane w dół)			
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			
Poziom Knowledge (nature) or Knowledge (arcana).			
2 DC = the poison's saving throw DC. Spend a minute to neutralise a poison with Craft (alchemy).	X	VESTIGATOR TALENTS	<u>, </u>
DC = the poison's saving throw DC.			
Poziom 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 Odporny na wszystkie trucizny			
KEEN RECOLLECTION			
3 Attempt any knowledge skill check untrained.			
STUDIED COMBAT			
Study foe as a move action to increase attack and damage.			
INSIGHT Investigator BONUS Level			
= ÷ 2 (7.00k/soslono w dól)			
(Zaokrąglane w dół) Poziom To study the same foe within 24 hours, spend 1 inspiration.			
4 STUDIED Investigator			
STRIKE Level			
k6 = (÷ 2) - 1 (Zaokrąglane w dół) This damage bonus is not multiplied by critical hits.			
You must be able to see your target clearly.			