INVESTIGATOR Investigator Level	`*		EXTRACTS	<u> </u>
ALCHEMY				
Fytract Eytracts Base 4 8 2	2			
Save DC per day Extracts + Extracts				
1 7777				
2				
3				
4				
5				
6				
Extract Save DC = 10 + INT + Extract Level				
INSPIRATION Investigator Inne				
PER DAY Level				
$= (\div 2) + INT +$			000	
Inspiration DDD Today	2			
today	3			
Add 1d6 to any skill check 1pt				
ncluding 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	4			
Poziom Inspiration bonus is now 2d6 20 Apply the Inspiration bonus to any skill check.	4			
PUŁAPKI Investigator				
Percepcja Level Wyszukiwanie Pułapek = + (÷ 2)				
Unieszkodliwianie Investigator	_			
Mechanizmów Level	5			
Unieszkodliwianie Pułapek + (÷ 2)				
TRAP Investigator				
SENSE Level			000	
(Zaokrąglane w dół)				
Bonus to reflex saves and AC against traps. POISON LORE	6			
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). DC = the poison's saving throw DC.	``	INVESTIGATOR TALENTS		,
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				
Poziom				
Attempt any knowledge skill check untrained.				
STUDIED COMBAT				
Study foe as a move action to increase attack and damage. INSIGHT Investigator BONUS Level				
= ÷2				
(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.				