INVESTIGATOR Investigator Level			EXTRACTS	<u> </u>
ALCHEMY	<u>i</u> 1			
Extract Extracts = Base + $\frac{4}{2}$ $\frac{8}{2}$	1			
Save DC per day Extracts Extracts				
1 7777				
2				
3				
4				
5	2			
6				
Extract Save DC = 10 + INT + Extract Level INSPIRATION			000	
INSPIRATION Investigator Misc				
PER DAY Level				
= (÷ 2) + INT +		000	000	
Inspiration	3	000		
Add 1d6 to any skill check Including skill checks on which you take 10 or 20 Add 1d6 to Knowledge, Linguistics, or Spellcraft Opt	t			
	t OOO			
Provided you have one rank in the skill				
Add 1d6 to one attack roll 2pt Add 1d6 to one saving throw 2pt				
Level Inspiration bonus is now 2d6	4			
20 Apply the Inspiration bonus to any skill check.				
TRAPS Perception Investigator Level Locate traps = + (÷ 2) Disable Investigator Level				
	5			
Disable traps = + (÷ 2)				
TRAP Investigator	- 6			
SENSE Level				
3 = ÷ 3 (Round down)				
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				
Level Knowledge (nature) or Knowledge (arcana).				
2 DC = the poison's saving throw DC. Spend a minute to neutralize a poison with Craft (alchemy).			IVESTIGATOR TALENTS	*
DC = the poison's saving throw DC.				
Level 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 Immune to all poisons				
KEEN RECOLLECTION				
Level Attempt any knowledge skill check untrained.				
STUDIED COMBAT	(
Study foe as a move action to increase attack and damage. INSIGHT Investigator BONUS Level				
= ÷ 2 (Round down	′			
Level To study the same foe within 24 hours, spend 1 inspiration 4 STIDIED Investigator				
STRIKE Level				
This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.)			