

Investigator Level

ALCHEMY								
Extract Save DC		Extracts per day	=	Base Extracts	+	INT -4	INT -8	INT -12
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INSPIRATION

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

Inspiration today □□□□ □□□□

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

TRAPS

Disability	Investigator
Device	Level

Disable traps = + (÷ 2)

	TRAP SENSE		Investigator Level
Level 3	<div style="border: 1px solid black; width: 100px; height: 40px; margin: 0 auto;"></div>	=	<div style="display: flex; align-items: center; justify-content: center;"> <div style="border-bottom: 1px solid black; width: 50px; height: 1.2em; margin-right: 5px;"></div> <div style="font-size: 1.5em; margin: 0 5px;">÷</div> <div style="font-size: 1.5em; margin: 0 5px;">3</div> </div> <div style="text-align: right; margin-top: 5px;">(Round down)</div>

Bonus to reflex saves and AC against traps.

CEASELESS OBSERVATION

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.

UNFAILING LOGIC

Level	+2	Bonus to Will saves against illusion spells and spell-like abilities.
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4 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.
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KEEN RECOLLECTION

Level
3 Attempt any knowledge skill check untrained.

STUDIED COMBAT

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

INSIGHT	Investigator
BONUS	Level

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

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

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

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

EXTRACTS

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INVESTIGATOR TALENTS

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