

Investigator
Level

ALCHEMY

Extract Save DC = 10 + INT + Extract Level

INSPIRATION

$$\boxed{} = (\div 2) + \text{INT} + $$

Inspiration today

Add 1d6 to one saving throw 2pt

TRAPS

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; justify-content: center;"> <div style="width: 100px; height: 40px; border-bottom: 1px solid black; margin-right: 10px;"></div> <div style="font-size: 2em; margin-right: 10px;">=</div> <div style="width: 100px; height: 40px; border-bottom: 1px solid black; margin-right: 10px;"></div> <div style="font-size: 2em; margin-right: 10px;">÷</div> <div style="font-size: 2em; margin-right: 10px;">3</div> </div>
(Round down)		
Bonus to reflex saves and AC against traps.		

POISON LORE

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

KEEN RECOLLECTION

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STUDIED COMBAT

STUDIED COMBAT

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

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

EXTRACTS

INVESTIGATOR TALENTS

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[illegible]