INVESTIGATOR Investigator Level	*		EXTRACTS	<u> </u>
ALCHEMY				
Extract Extracts Base 4 8 2	2			
Save DC per day Extracts + Extracts				
1				
2				
3				
4		000	000	
5				
6				
Extract Save DC = 10 + INT + Extract Level				
INSPIRATION Investigator Misc				
PER DAY Level				
$=$ $(\div 2) + INT +$		000	000	
Inspiration UI	2			
today	t 000			
Add 1d6 to any skill check 1pt				
Including skill checks on which you take 10 or 20 Add 1d6 to Knowledge, Linguistics, or Spellcraft Provided you have one rank in the skill Opt				
Add 1d6 to one attack roll 2pt				
Add 1d6 to one saving throw 2pt	4			
Level Inspiration bonus is now 2d6 20 Apply the Inspiration bonus to any skill check.				
TRAPS Perception Investigator Level Locate traps = + (÷ 2) Disable Investigator				
Device Level	5			
Disable traps $=$ + $(\div 2)$				
TRAP Investigator				
Level SENSE Level				
3 (Round down)	6			
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 Level Knowledge (nature) or Knowledge (arcana). 2 DC = the poison's saving throw DC.				
Spend a minute to neutralize a poison with Craft (alchemy). DC = the poison's saving throw DC.	•	IN	VESTIGATOR TALENTS	× 1
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				
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				
= ÷ 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.				