

Investigator
Level

ALCHEMY

Extract Save DC = 10 + INT + Extract Level

INSPIRATION

Misc

Level 20 Inspiration bonus is now 2d6
Apply the Inspiration bonus to any skill check.

TRAPS

	TRAP SENSE		Investigator Level					
Level								
3		=		÷	3	(Round down)		
Bonus to reflex saves and AC against traps.								

POISON LORE

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

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

EXTRACTS

[illegible]