

Investigator Level

ALCHEMY								
Extract Save DC		Extracts per day	=	Base Extracts	+	INT -4	INT -8	INT -12
	1					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	2					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	3					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	4					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	5					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	6					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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

	Perception	Investigator Level
Locate traps	<input type="text"/>	$+ \left(\frac{\quad}{2} \right)$

	Disable Device	Investigator Level
Disable traps	<input type="text"/>	$+ \left(\text{Investigator Level} \div 2 \right)$

	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.
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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.

KEEN RECOLLECTION

Level
3 Attempt any knowledge skill check untrained.

STUDIED COMBAT

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

INSIGHT BONUS Investigator Level

= ÷ 2 (Round down)

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

$$\text{d6} = \left(\frac{\text{Investigator Level}}{2} \right) - 1 \quad (\text{Round down})$$

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

EXTRACTS

[illegible]

INVESTIGATOR TALENTS

[illegible]