INVESTIGATOR Investigator Level	×		EXTRACTS	
ALCHEMY				
Extract Extracts Base + 4×0.7	2			
Save DC per day Extracts \(\begin{array}{c ccc} \begin{array}{c cccc} \begin{array}{c ccc} \begin{array}{c ccc} \begin{array}{c ccc} \				
1				
2				
3			000	
5				
Extract Save DC = 10 + INT + Extract Level				
INSPIRATION				
INSPIRATION Investigator Misc				
PER DAY Level			000	
= (÷ 2) + INT +				
Inspiration 000 000 today	pt			
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				
Level Inspiration bonus is now 2d6	4			
20 Apply the Inspiration bonus to any skill check. TRAPS				
Investigator				
Perception Level				
Locate traps = + (÷ 2)	_			
Disable Investigator Device Level	5			
Disable traps = + (÷ 2)				
TRAP Investigator				
SENSE Level			000	
3	6			
Bonus to reflex saves and AC against traps. POISON LORE	U			
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 neutralise a poison with Craft (alchemy). DC = the poison's saving throw DC.	×	INVESTIGATOR TALENTS		
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				
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 (Naar beneden afgerond) Level To study the same foe within 24 hours, spend 1 inspiration.				
4 STUDIED Investigator				
STRIKE Level				
$ d6 = (\div 2) - 1 $ (Naar beneden afgerond)				
This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.				