

INVESTIGATOR

Nível do Investigador

ALCHEMY

Teste de extrair CD

Extrair por dia

Base
Extracts

+

INT
INT -4
INT -8
INT -12

	1					
	2					
	3					
	4					
	5					
	6					

Extract Save DC = 10 + INT + Extract Level

INSPIRATION

INSPIRATION Nível do Investigador
PER DAY

Outros

= (÷ 2) + INT +

Inspiration today

Add 1d6 to any skill check

1pt

Including skill checks on which you take 10 or 20

Adiciona 1d6 para Conhecimento, Linguística e Arte da Magia

Provided you have one rank in the skill

Adiciona 1d6 na rolagem de ataque

2pt

Add 1d6 to one saving throw

2pt

Nível Inspiration bonus is now 2d6

20 Apply the Inspiration bonus to any skill check.

ARMADILHAS

Nível do Investigador

Percepção

Locate traps = + (÷ 2)

Desabilitar Dispositivos Nível do Investigador

Desabilitar armadilhas = + (÷ 2)

TRAP
SENSE

Nível do Investigador

Nível

3 = ÷ 3 (Arredonda para Baixo)

Bonus to reflex saves and AC against traps.

POISON LORE

Cannot accidentally poison yourself.

Spend a minute examining a poison to identify it with

Nível 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.

Nível 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 Imune a todos os venenos

KEEN RECOLLECTION

Nível

3 Attempt any knowledge skill check untrained.

STUDIED COMBAT

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

INSIGHT Nível do Investigador

BONUS

= ÷ 2 (Arredonda para Baixo)

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

4 STUDIED Nível do Investigador

STRIKE

d6 = (÷ 2) - 1 (Arredonda para Baixo)

This damage bonus is not multiplied by critical hits.

You must be able to see your target clearly.

EXTRAIR

1

2

3

4

5

6

INVESTIGATOR TALENTS