INVESTIGATOR Nivel de Investigador	`*	EXTRACTOS	
ALQUIMIA			
CD Salv Extractos = Extractos + + ** © =	1		
de Extractos al día Base			
1 7777			
2			
3			000
4 - 1000	2		
5			
6			
CD Salv de Extractos = 10 + INT + Nivel del Extracto INSPIRATION			
INSPIRATION Nivel de Misc			
PER DAY Investigador			
= (÷ 2) + INT +		000	
Inspiration DD DD Today	3		
today			
Add 1d6 to any skill check 1pt Including skill checks on which you take 10 or 20			
Add 1d6 to Knowledge, Linguistics or Spellcraft Opt			
Provided you have one rank in the skill			
Add 1d6 to one attack roll 2pt			
Add 1d6 to one saving throw 2pt Nivel Inspiration bonus is now 2d6	4		
20 Apply the Inspiration bonus to any skill check.			
TRAMPAS			
Nivel de Percepción Investigador			
Locate traps = + (÷ 2)	5		
Inutilizar Nivel de			
Mecanismo Investigador Disable traps = + (÷ 2)			
TRAP Nivel de SENSE Investigador			
3 = ÷3 (Redondear abajo)			
Bonus to reflex saves and AC against traps.	6		
POISON LORE			
Cannot accidentally poison yourself. Spend a minute examining a poison to identify it with Nivel Knowledge (nature) or Knowledge (arcana). 2 DC = the poison's saving throw DC. Spend a minute to neutralise a poison with Craft (alchemy).			
	X	INVESTIGATO	
DC = the poison's saving throw DC.		1111 20110111	
Nivel RESISTENCIA A VENENOS			
 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 Inmune a todos los venenos			
KEEN RECOLLECTION			
Nivel Attempt any knowledge skill check untrained.			
STUDIED COMBAT			
Study foe as a move action to increase attack and damage.	-		
INSIGHT Nivel de BONUS Investigador			
= ÷2			
(Redondear abajo) Nivel To study the same foe within 24 hours, spend 1 inspiration.			
4 STUDIED Nivel de			
STRIKE Investigador			
$ d6 = (\div 2) - 1_{\text{(Redondear abajo)}} $			
This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.			