

Investigator  
Level

## ALCHEMY

Extract Save DC = 10 + INT + Extract Level

## INSPIRATION

Misc

Add 1d6 to one saving throw 2pt

**20** Apply the Inspiration bonus to any skill check.

## TRAPS

	<b>TRAP SENSE</b>		Investigator Level	
Level <b>3</b>	<div style="border: 1px solid black; width: 60px; height: 30px; margin: 0 auto;"></div>	=	<div style="border-bottom: 1px solid black; width: 60px; margin: 0 auto;"></div>	÷ <b>3</b>  (Round down)
Bonus to reflex saves and AC against traps.				

## POISON LORE

**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.

**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

Level  
3 Attempt any knowledge skill check untrained.

## STUDIED COMBAT

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

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Level

$$\boxed{\phantom{00}} = \phantom{00} \div 2 \quad (\text{Round down})$$

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

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Level

$$\boxed{\text{d6}} = ( \quad \div 2 ) - 1 \text{ (Round down)}$$

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

## EXTRACTS

## INVESTIGATOR TALENTS

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