INVESTIGATOR Ermittler Stufe	EXTRACTS		
ALCHEMY			
E I I I D	3 ot 000		
Save DC pro Tag Extracts + 4 & & C			
1 7777			
2			
3 0000			000
4 - 700			
5			
Extract Save DC = 10 + INT + Extract Level			
INSPIRATION			
INSPIRATION Ermittler Sonstiges			
PRO TAG Stufe			000
= (÷ 2) + IN +			
Inspiration 000 000 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			000
Add 1d6 to one saving throw 2pt			
Stufe Inspiration bonus is now 2d6	5		
20 Apply the Inspiration bonus to any skill check.			
FALLENKUNDE Ermittler			
Wahrnehmung Stufe			
Locate traps = + (÷ 2)			
Mechanism. Ermittler ausschalten Stufe			
Disable traps $= + (\div 2)$			
TRAP Ermittler			
Stufe Stufe		000	
3 = ÷ 3 (abrunden)	6		
Bonus to reflex saves and AC against traps. POISON LORE	O		
Cannot accidentally poison yourself.			
Spend a minute examining a poison to identify it with Stufe 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	
Stufe 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 Immun gegen jedes Gift			
KEEN RECOLLECTION			
Stufe 3 Attempt any knowledge skill check untrained.			
STUDIED COMBAT			
Study foe as a move action to increase attack and damage.			
INSIGHT Ermittler BONUS Stufe = ÷ 2			
Stufe To study the same foe within 24 hours, spend 1 inspiration.			
4 STUDIED Ermittler			
STRIKE Stufe			
$ W6 = (\div 2) - 1 $ (abrunden)			
This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.			