INVESTIGATOR Investigator Level	•		EXTRACTS	<u> </u>
ALCHEMY				
Extract Extracts Rase 4 8 2	1			
Save DC per day Extracts + E E E				
1 7777	2			
2				
3				
4				
5				
6				
Extract Save DC = 10 + INT + Extract Level INSPIRATION				
INSPIRATION Investigator Misc				
PER DAY Level				
= (
Inspiration 000 000 today	3			
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		000	000	
Level Inspiration bonus is now 2d6	4			
20 Apply the Inspiration bonus to any skill check.				
TRAPS Investigator Perception Level		000		
Locate traps = + (÷ 2) Disable Investigator Device Level	5	000		
Disable traps = + (÷ 2)				
TRAP Investigator				
SENSE Level				
3 = ÷ 3 (Round down)				
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 Level Knowledge (nature) or Knowledge (arcana). 2 DC = the poison's saving throw DC.				
Spend a minute to neutralise a poison with Craft (alchemy).		INVESTIGATOR TALENTS		*
DC = the poison's saving throw DC.				
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				
Level				
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 (Round down)				
Level To study the same foe within 24 hours, spend 1 inspiration. 4 STUDIED Investigator STRIKE Level				
$\frac{\text{def}}{\text{def}} = (\div 2) - 1_{\text{(Round down)}}$				
This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.				