

Investigator Level

EXTRACTS

Extract Save DC		Extracts per day	=	Base Extracts	+	INT	INT - 4	INT - 8	INT - 12
	1					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	2					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	3					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	4					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	5					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	6					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

INSPIRATION

INSPIRATION PER DAY	Investigator Level	Inne
<div style="border: 1px solid black; width: 100px; height: 30px; margin: 0 auto;"></div>	$(\text{-----} \div 2) + \text{INT} + \text{-----}$	<div style="display: flex; justify-content: space-between;"> <div style="text-align: center;"> Inspiration today </div> <div style="display: flex; gap: 5px;"> <div style="border: 1px solid black; width: 20px; height: 20px; display: flex; align-items: center; justify-content: center;"> <input type="checkbox"/> </div> <div style="border: 1px solid black; width: 20px; height: 20px; display: flex; align-items: center; justify-content: center;"> <input type="checkbox"/> </div> <div style="border: 1px solid black; width: 20px; height: 20px; display: flex; align-items: center; justify-content: center;"> <input type="checkbox"/> </div> </div> <div style="display: flex; gap: 5px; margin-top: 5px;"> <div style="border: 1px solid black; width: 20px; height: 20px; display: flex; align-items: center; justify-content: center;"> <input type="checkbox"/> </div> <div style="border: 1px solid black; width: 20px; height: 20px; display: flex; align-items: center; justify-content: center;"> <input type="checkbox"/> </div> <div style="border: 1px solid black; width: 20px; height: 20px; display: flex; align-items: center; justify-content: center;"> <input type="checkbox"/> </div> </div> </div>

Add 1d6 to one saving throw 2pt

PUŁAPKI

Wyszukiwanie Pułapek = $\frac{\text{Percepcja}}{\text{Unieszkodliwianie Mechanizmów}} + \left(\frac{\text{Investigator Level}}{\text{Investigator Level}} \div 2 \right)$

Unieszkodliwianie Pułapek = $\frac{\text{Unieszkodliwianie Mechanizmów}}{\text{Unieszkodliwianie Mechanizmów}} + \left(\frac{\text{Investigator Level}}{\text{Investigator Level}} \div 2 \right)$

Poziom	TRAP SENSE	Investigator Level	
3	<input type="text"/>		$\div 3$ (Zaokrąglane w dół)

Bonus to reflex saves and AC against traps.

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Use **INT** in place of the ability modifier for Disable Device, Perception, Sense Motive, and Use Magic Device checks; and for Diplomacy checks made to gather information.

Poziom	<div style="border: 1px solid black; padding: 2px 10px;">+2</div>	Bonus to Will saves against illusion spells and spell-like abilities.
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4 Use **INT** in place of **WIS** on Will saves for this round. **1pt**

Poziom 8	+4	Bonus to Will saves against illusion spells and spell-like abilities.
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Poziom
16 Immune to illusion spells and spell-like abilities.

Poziom
3 Attempt any knowledge skill check untrained.

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

INSIGHT BONUS Investigator Level

$$\boxed{} = \boxed{} \div 2 \quad (\text{Zaokrąglane w dół})$$

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

$$k6 = \left(\frac{\text{Investigator Level}}{\div 2} \right) - 1$$

(Zaokrąglane w dół)

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

INVESTIGATOR TALENTS