INVESTIGATOR Investigator Level	`*		EXTRACTS	<u> </u>
ALCHEMY				
Extract Extracts Base 4 8 2	2			
Save DC per day Extracts Extracts				
1				
2				
3 0000			000	
4				
5				
6				
Extract Save DC = 10 + INT + Extract Level INSPIRATION			000	
INSPIRATION Investigator Inne				
PER DAY Level				
= (÷ 2) + INT +				
Inspiration DD DD today	3			
Add 1d6 to any skill check 1pt Including skill checks on which you take 10 or 20				
+k6 do Wiedzy, Języków lub Czarostwa Opt				
Provided you have one rank in the skill				
Add 1d6 to one attack roll 2pt Add 1d6 to one saving throw 2pt				
Poziom Inspiration bonus is now 2d6	4			
20 Apply the Inspiration bonus to any skill check.				
PUŁAPKI ,				
Investigator Percepcja Level				
Wyszukiwanie Pułapek = + (÷ 2)				
Unieszkodliwianie Investigator Mechanizmów Level	5			
Unieszkodliwianie Pułapek + (÷ 2)				
TRAP Investigator				
SENSE Level				
3 = ÷ 3 (Zaokrąglane w dół)				
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				
Poziom Knowledge (nature) or Knowledge (arcana). 2 DC = the poison's saving throw DC.				
Spend a minute to neutralise a poison with Craft (alchemy).	×	INV	ESTIGATOR TALENTS	*
DC = the poison's saving throw DC.				
Poziom 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 Odporny na wszystkie trucizny				
REEN RECOLLECTION				
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 (Zaokrąglane w dół)				
Poziom To study the same foe within 24 hours, spend 1 inspiration.				
4 STUDIED Investigator STRIKE Level				
$ \begin{array}{ c c c c c c c c c c c c c c c c c c c$				
You must be able to see your target clearly.				