

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<br>Level |  |  |              |
| Level<br><b>3</b>                           |                   | = | _____ ÷ <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 neutralize 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 | Attempt any knowledge skill check untrained. |
|-------|--|
| 3     |  |

## STUDIED COMBAT

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

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

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

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

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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