

Investigator
Level

ALCHEMY

Extract Save DC = 10 + INT + Extract Level

INSPIRATION

Misc

Level Inspiration bonus is now 2d6
20 Apply the Inspiration bonus to any skill check.

TRAPS

TRAP SENSE Investigator Level

Level **3** = ÷ **3** (Round down)

Bonus to reflex saves and AC against traps.

POISON LORE

Cannot accidentally poison yourself when applying poison to a weapon.

Level 2 Spend a minute examining a poison to identify it with Knowledge (nature) or Knowledge (arcana).
DC = the poison's saving throw DC.

Spend a minute to neutralise a poison with Craft (alchemy).
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

KEEN RECOLLECTION

Level
3 Attempt any knowledge skill check untrained.

STUDIED COMBAT

Study a foe as a move action to get a bonus to attack and damage rolls.

$$\text{Level 4 INSIGHT BONUS} = \frac{\text{Investigator Level}}{2} \quad (\text{Round down})$$

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

$$\boxed{\text{STUDIED STRIKE}} \div 2 - 1 \quad (\text{Round down})$$

This damage bonus against the target of studied combat is not multiplied by critical hits. You must be able to see your target clearly.

EXTRACTS

[illegible]

INVESTIGATOR TALENTS

[illegible]