INDECTICATOR Investigator	EXTRACTS			
INVESTIGATOR Level			——————————————————————————————————————	
ALCHEMY	4			
Extract Extracts = Base + + + + + + + + + + + + + + + + + + +	1			
1				
2				
3				
4				
5	2			
Extract Save DC = 10 + INT + Extract Level				
INSPIRATION .				
INSPIRATION Investigator Misc PER DAY Level	-			
= (÷ 2) + INT +				
Inspiration DDD DDD	3			
today				
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	4			
Level Inspiration bonus is now 2d6 20 Apply the Inspiration bonus to any skill check.	_			
TRAPS				
Investigator Perception Level				
Trapfinding $= +(\div 2)$				
	5			
TRAP Investigator SENSE Level Level				
= ÷3 (Round down)				
Bonus to reflex saves and AC against traps.				
POISON LORE				
Cannot accidentally poison yourself when applying poison to a weapon.	6			
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).	_=_			
DC = the poison's saving throw DC. Level POISON RESISTANCE	X	INVESTIGATOR TALENTS		
2 +2 to all saving throws against poison			III V ESTIGITION	THE STATE OF THE S
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				
Study a foe as a move action to get a bonus to attack and				
damage rolls. Level INSIGHT Investigator				
4 BONUS Level				
= ÷ 2 (Round down)				
To study the same foe within 24 hours, spend 1 inspiration.				
STUDIED Investigator				
STRIKE Level				
d6 = (÷ 2) - 1 (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.				