INVESTIGATOR Investigator Level	``		EXTRACTS
ALCHEMY			
Extract Extracts Base + $4 \times 0.7$	2		
Save DC per day Extracts			
1 - 777			
2 - 1111			
3			
4 - 111			
5			
Extract Save DC = 10 + INT + Extract Level			
INSPIRATION			
INSPIRATION Investigator Прочее			
PER DAY Level			
= ( +	3		
Inspiration 000 000 today			
Add 1d6 to any skill check 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			000
УровеныInspiration bonus is now 2d6	4		
20 Apply the Inspiration bonus to any skill check.			
TRAPS			
Восприятие Level			
Locate traps = + ( ÷ 2)		000	
Disable Investigator Device Level	5		
Disable traps = + ( ÷ 2)			
TRAP Investigator			
SENSE Level	_		
3			
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			
УровеньKnowledge (nature) or Knowledge (arcana).			
Spend a minute to neutralise a poison with Craft (alchemy).		INVES	STIGATOR TALENTS
DC = the poison's saving throw DC.			
Уровень 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 Уровень			
3 Attempt any knowledge skill check untrained.			
STUDIED COMBAT			
Study foe as a move action to increase attack and damage.			
INSIGHT Investigator BONUS Level			
=			
Уровень To study the same foe within 24 hours, spend 1 inspiration.			
4 STUDIED Investigator STRIKE Level			
de = ( ÷ 2 ) - 1			
Тhis damage bonus is not multiplied by critical hits. You must be able to see your target clearly.			