INVESTIGATOR Investigator Level	EXTRACTS			
ALCHEMY				
Extract Extracts Base + + 8 2	2			
Save DC per day Extracts				
1				
2				
3		000		
4				
5 6				
Extract Save DC = 10 + INT + Extract Level				
INSPIRATION				
INSPIRATION Investigator Sonst. Mod.				
Level				
· · · · · · · · · · · · · · · · · · ·				
Inspiration 000 000 today 0000	3			
Add 1d6 to any skill check 1pt				
Including skill checks on which you take 10 or 20				
Add 1d6 to Knowledge, Linguistics or Spellcraft Provided you have one rank in the skill Opt				
Add 1d6 to one attack roll 2pt				
Add 1d6 to one saving throw 2pt				
Stufe Inspiration bonus is now 2d6	4			
Apply the Inspiration bonus to any skill check. FALLENKUNDE				
Investigator				
Wahrnehmung Level				
Locate traps = + (÷ 2)				
Mechanism. Investigator ausschalten Level	5			
Disable traps = +(÷2)				
TRAP Investigator				
Stufe Level				
3 a (abrunden)				
Bonus to reflex saves and AC against traps. POISON LORE	6			
Cannot accidentally poison yourself.				
Spend a minute examining a poison to identify it with Stufe 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.		INVESTIGATOR TALENTS		
Stufe 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 Immun gegen jedes Gift				
KEEN RECOLLECTION				
Stufe Attempt any knowledge skill check untrained.				
3				
STUDIED COMBAT Study foe as a move action to increase attack and damage.				
INSIGHT Investigator BONUS Level				
= ÷2 (abrunden)				
Stufe To study the same foe within 24 hours, spend 1 inspiration.				
STUDIED Investigator STRIKE Level				
W6 = (÷ 2) - 1 (abrunden)				
This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.				