INVESTIGATOR Investigator Level	•	EXTRACTS			
ALCHEMY					
Extract Extracts Base + 4×0.7	2				
Save DC per day Extracts					
1 7777					
2					
3 0000					
4					
5					
6					
Extract Save DC = 10 + INT + Extract Level INSPIRATION					
INSPIRATION Investigator Divers					
PER DAY Level					
= (÷ 2) + INT +					
Inspiration OOO OOO	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 Niveau Inspiration bonus is now 2d6	4				
20 Apply the Inspiration bonus to any skill check.					
PIÈGES					
Investigator Perception Level					
Locate traps = +(÷2)					
Disable Investigator	5				
Device Level					
Disable traps = + (÷ 2) TRAP Investigator SENSE Level					
3 = ÷3 (arrandi à l'inférieur)					
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 Niveau Knowledge (nature) or Knowledge (arcana). 2 DC = the poison's saving throw DC. Spend a minute to neutralise a poison with Craft (alchemy).					
		IMV	□ □ □ ESTIGATOR TALEN	re	
DC = the poison's saving throw DC.		INVESTIGATOR TALENTS			
Niveau 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 Immunité à tous les poisons					
KEEN RECOLLECTION					
Niveau Attempt any knowledge skill check untrained.					
STUDIED COMBAT					
Study foe as a move action to increase attack and damage.					
INSIGHT Investigator BONUS Level					
= ÷2					
(arrondi à l'inférieur)					
Niveau To study the same foe within 24 hours, spend 1 inspiration.					
STUDIED Investigator STRIKE Level					
d6 = (÷ 2)-1 (arrondi à l'inférieur)					
This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.					