INVESTIGATOR

Investigator Level: ☐

ALCHIMIA

CD TS Estratti	Estratti al giorno	=	Estratti base	+	INT	INT - 4	INT - 8	INT - 12
☐	1				☐	☐	☐	☐
☐	2				☐	☐	☐	☐
☐	3				☐	☐	☐	☐
☐	4				☐	☐	☐	☐
☐	5				☐	☐	☐	
☐	6				☐	☐	☐	

CD Estratti = 10 + INT + Livello Estratto

INSPIRATION

INSPIRATION PER DAY

$$\boxed{} = \left(\underset{\text{Investigator Level}}{} \div 2 \right) + \text{INT} + \underset{\text{Altro}}{}$$

Inspiration 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	**0pt**
Provided you have one rank in the skill	
Add 1d6 to one attack roll	**2pt**
Add 1d6 to one saving throw	**2pt**

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

TRAPPOLE

Locate traps $\boxed{} = \underset{\text{Percezione}}{} + \left(\underset{\text{Investigator Level}}{} \div 2 \right)$

Disable traps $\boxed{} = \underset{\text{Disattivare Congegni}}{} + \left(\underset{\text{Investigator Level}}{} \div 2 \right)$

Livello 3 — TRAP SENSE

$\boxed{} = \underset{\text{Investigator Level}}{} \div 3$ (Arrotondato per difetto)

Bonus to reflex saves and AC against traps.

POISON LORE

Cannot accidentally poison yourself.

Livello 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.

RESISTENZA al VELENO

Livello	
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 a tutti i veleni

KEEN RECOLLECTION

Livello 3 — Attempt any knowledge skill check untrained.

STUDIED COMBAT

Study foe as a move action to increase attack and damage.

INSIGHT BONUS

$\boxed{} = \underset{\text{Investigator Level}}{} \div 2$ (Arrotondato per difetto)

Livello 4 — To study the same foe within 24 hours, spend 1 inspiration.

STUDIED STRIKE

$\boxed{}\text{d6} = \left(\underset{\text{Investigator Level}}{} \div 2 \right) - 1$ (Arrotondato per difetto)

This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.

ESTRATTI

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INVESTIGATOR TALENTS