

Investigator
Level

ALCHEMY

Extract Save DC = 10 + INT + Extract Level

INSPIRATION

Misc

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

TRAPS

	TRAP SENSE		Investigator Level					
Level								
3		=		÷	3	(Round down)		
Bonus to reflex saves and AC against traps.								

POISON LORE

Spend a minute to neutralise a poison with Craft (alchemy).
DC = the poison's saving throw DC.

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

EXTRACTS

[illegible]