INVESTIGATOR Investigator Level	*		ESTRATTI	*
ALCHIMIA				
CD TS Estratti Estratti + + \omega \frac{1}{2}	1			
Estratti al giorno base t E E E				
1				
2				
3 0000			000	
4 - 7770			000	
5	2			
6				
CD Estratti = 10 + INT + Livello Estratto INSPIRATION				
INSPIRATION Investigator Varie				
PER DAY Level				
= (
Inspiration 000 000 today	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 Opt Provided you have one rank in the skill				
Add 1d6 to one attack roll 2pt			000	
Add 1d6 to one saving throw 2pt				
Livello Inspiration bonus is now 2d6	4			
20 Apply the Inspiration bonus to any skill check.				
TRAPPOLE Investigator				
Percezione Level				
Locate traps = + (÷ 2)	_			
Disattivare Investigator Congegni Level	5			
Disable traps = + (÷ 2)				
TRAP Investigator				
SENSE Level 3 = ÷3			000	
(Arrotondato per diretto)	6			
Bonus to reflex saves and AC against traps. POISON LORE	O			
Cannot accidentally poison yourself.				
Spend a minute examining a poison to identify it with Livello 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.	*	I	INVESTIGATOR TALENTS	# (
Livello RESISTENZA al VELENO				
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				
3 Attempt any knowledge skill check untrained.				
STUDIED COMBAT				
Study foe as a move action to increase attack and damage. INSIGHT Investigator BONUS Level				
=2 (Arrotondato per difetto)				
Livello To study the same foe within 24 hours, spend 1 inspiration.				
4 STUDIED Investigator STRIKE Level				
d6 = (Arrotondato per difetto)				
This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.				