INVESTIGATOR Investigator Level	×	EXTRACTS		
ALCHEMY				
	1			
Extracts Extracts Base + 4 & 2 = Extracts Extracts				
1 7777				
2				
3 0000				
4	2			
5				
6				
Extract Save DC = 10 + INT + Extract Level				
INSPIRATION				
INSPIRATION Investigator Sonst. PER DAY Level				
= ( ÷ 2) + IN +				
Inspiration DDD DDD	3			
today 000 000				
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			
20 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 = ÷ 3 (abrunden)		000	000	
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  Stufe Knowledge (nature) or Knowledge (arcana).  2 DC = the poison's saving throw DC.				
Spend a minute to neutralise a poison with Craft (alchemy).		INVESTIGATO:	R TALENTS	
DC = the poison's saving throw DC.				
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.				
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.				