

Investigator
Level

ALCHEMY

Extract Save DC = 10 + INT + Extract Level

INSPIRATION

Inne

20 Apply the Inspiration bonus to any skill check.

PUŁAPKI

Poziom	TRAP SENSE	Investigator Level	
3	<input type="text"/>		$\div 3$ (Zaokrąglane w dół)

Bonus to reflex saves and AC against traps.

POISON LORE

Cannot accidentally poison yourself.
Spend a minute examining a poison to identify it with
Poison 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.

Poziom	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	Odporny na wszystkie trucizny

KEEN RECOLLECTION

STUDIED COMBAT

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Pozijom To study the same foe within 24 hours, spend 1 inspiration.

4 STUDIED STRIKE Investigator Level

$$\boxed{\text{k6}} = \left(\frac{\text{Investigator Level}}{2} \right) - 1$$

(Zaokrąglane w dół)

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

EXTRACTS

INVESTIGATOR TALENTS

DATE OF BIRTH	

[illegible]