INVESTIGATOR Ermittler Stufe	EXTRACTS		
ALCHEMY			
E I I I D	1		
Save DC pro Tag = Extracts + 4 & 2 = Extracts			
1 7777			
2			
3			
4	2		
5			
6			
Extract Save DC = 10 + INT + Extract Level			
INSPIRATION INSPIRATION Ermittler Sonstiges			
PRO TAG Stufe			
= (÷ 2) + IN +			
Inspiration III			
today	4 5		
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			
Add 1d6 to one saving throw 2pt			
Stufe Inspiration bonus is now 2d6 20 Apply the Inspiration bonus to any skill check.			
FALLENKUNDE			
Ermittler			
Wahrnehmung Stufe Locate traps = + (÷ 2)			
Mechanism. Ermittler			
ausschalten Stufe			
Disable traps = + (÷ 2)			
TRAP Ermittler			
Stufe Stufe			
3 (abrunden)	6		
Bonus to reflex saves and AC against traps. POISON LORE	6		
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). DC = the poison's saving throw DC.	×	INVESTIGATO	OR TALENTS .
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.			
3			
STUDIED COMBAT			
Study foe as a move action to increase attack and damage. INSIGHT Ermittler BONUS Stufe			
= ÷2 (abrunden)			
Stufe To study the same foe within 24 hours, spend 1 inspiration.			
4 STUDIED Ermittler Stufe			
W6 = (÷ 2) - 1 (abrunden)			
This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.			