

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

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

## POISON LORE

Level	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	Immune to all poisons

## KEEN RECOLLECTION

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

## EXTRACTS

[illegible]