

INVESTIGATOR

Investigator
Level

ALCHEMY

Extract Save DC		Extracts per day	=	Base Extracts	+	INT	INT - 4	INT - 8	INT - 12
	1								
	2								
	3								
	4								
	5								
	6								

Extract Save DC = 10 + INT + Extract Level

INSPIRATION

INSPIRATION
PER DAY

Investigator
Level

Inne

= (÷ 2) + INT +

Inspiration today

Add 1d6 to any skill check
Including skill checks on which you take 10 or 20 **1pt**

Add 1d6 to Knowledge, Linguistics or Spellcraft
Provided you have one rank in the skill **0pt**

Add 1d6 to one attack roll **2pt**

Add 1d6 to one saving throw **2pt**

Poziom Inspiration bonus is now 2d6

20 Apply the Inspiration bonus to any skill check.

PUŁAPKI

Percepcja
Investigator
Level

Locate traps = + (÷ 2)

Unieszkodliwianie Mechanizmów
Investigator
Level

Disable traps = + (÷ 2)

TRAP
SENSE

Investigator
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Poziom **3** = ÷ 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

Poziom 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

Poziom **3** Attempt any knowledge skill check untrained.

STUDIED COMBAT

Study foe as a move action to increase attack and damage.

INSIGHT
BONUS

Investigator
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= ÷ 2 (Zaokrąglane w dół)

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

4 **STUDIED STRIKE** Investigator
Level

k6 = (÷ 2) - 1 (Zaokrąglane w dół)

This damage bonus is not multiplied by critical hits.

You must be able to see your target clearly.

EXTRACTS

1

2

3

4

5

6

INVESTIGATOR TALENTS