

# INVESTIGATOR

Investigator  
Level

## ALCHIMIA

CD TS  
Estratti

Estratti  
al giorno

= Estratti  
base

+

INT - 4  
INT - 8  
INT - 12

1
2
3
4
5
6

1

2

3

4

5

6




CD Estratti = 10 + INT + Livello Estratto

## INSPIRATION

INSPIRATION  
PER DAY

Investigator  
Level

Altro

= (  ÷ 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**

Livello Inspiration bonus is now 2d6

**20** Apply the Inspiration bonus to any skill check.

## TRAPPOLE

Percezione  
Investigator  
Level

Locate traps  =  + (  ÷ 2 )

Disattivare  
Congegni  
Investigator  
Level

Disable traps  =  + (  ÷ 2 )

TRAP  
SENSE

Investigator  
Level

Livello **3**  =  ÷ 3 (per difetto)

Bonus to reflex saves and AC against traps.

## POISON LORE

Cannot accidentally poison yourself.

Spend a minute examining a poison to identify it with

Livello 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.

Livello **RESISTENZA al VELENO**

**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 a tutti i veleni

## KEEN RECOLLECTION

Livello **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 (per difetto)

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

**4** **STUDIED  
STRIKE** Investigator  
Level

d6 = (  ÷ 2 ) - 1 (per difetto)

This damage bonus is not multiplied by critical hits.

You must be able to see your target clearly.

## ESTRATTI

**1**


**2**


**3**


**4**


**5**


**6**


## INVESTIGATOR TALENTS