INVESTIGATOR

Investigator Level [ ]

ALCHIMIE

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 PAR JOUR

[ ] = (_Investigator Level_ ÷ 2) + INT + _Divers_

Inspiration aujourd'hui ☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐

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

Ajoute 1d6 a Connaissance, Language ou Art de la magie **2pt**
Provided you have one rank in the skill

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

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

Niveau 20 Le bonus d'inspiration est maintenant de 2d6
Applique le bonus d'inspiration pour toutes les verification de talents.

PIÈGES

Locate traps [ ] = _Perception_ + (_Investigator Level_ ÷ 2)

Disable traps [ ] = _Sabotage_ + (_Investigator Level_ ÷ 2)

Niveau 3 **TRAP SENSE** [ ] = _Investigator Level_ ÷ 3 (arrondi à l'inférieur)
Bonus to reflex saves and AC against traps.

POISON LORE

Niveau 2
Cannot accidentally poison yourself.
Spend a minute examining a poison to identify it with Knowledge (nature) or Knowledge (arcana).
DC = the poison's saving throw DC.
Spend a minute to neutralise a poison with Craft (alchemy).
DC = the poison's saving throw DC.

RÉSISTANCE AU POISON

Niveau	
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	Immunité à tous les poisons

KEEN RECOLLECTION

Niveau 3 Attempt any knowledge skill check untrained.

STUDIED COMBAT

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

INSIGHT BONUS [ ] = _Investigator Level_ ÷ 2 (arrondi à l'inférieur)

Niveau 4 Pour en apprendre sur le meme ennemi en 24h, depense 1pt d'inspiration.

STUDIED STRIKE [ ] d6 = (_Investigator Level_ ÷ 2) - 1 (arrondi à l'inférieur)

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

EXTRACTS

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INVESTIGATOR TALENTS