INVESTIGATOR Investigator Level	×	EXTRACTS		
ALCHEMY				
Extract Extracts Base + $\frac{4}{5}$ $\frac{8}{5}$	1			
Save DC per day Extracts				
1 7777				
2				
3 0000			000	
4	2			
5				
6				
Extract Save DC = 10 + INT + Extract Level INSPIRATION				
INSPIRATION Investigator Misc				
PER DAY Level				
= (÷ 2) + INT +				
Inspiration	2			
today	3			
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	4			
Level Inspiration bonus is now 2d6 20 Apply the Inspiration bonus to any skill check.				
TRAPS				
Investigator Perception Level				
Locate traps = +(÷2)	5		000	
Disable Investigator				
Device Level				
Disable traps = + (÷ 2)				
TRAP Investigator SENSE Level				
Level = ÷3				
(Round down) Bonus to reflex saves and AC against traps.	6			
POISON LORE				
Cannot accidentally poison yourself. Spend a minute examining a poison to identify it with Level Knowledge (nature) or Knowledge (arcana). DC = the poison's saving throw DC.				
		INVESTIGATO	D TALENTS	
Spend a minute to neutralise a poison with Craft (alchemy). DC = the poison's saving throw DC.	*	INVESTIGATO	OR TALENTS	
Level POISON RESISTANCE				
2 +2 to all saving throws against poison 5 +4 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				
Level Attempt any knowledge skill check untrained.				
STUDIED COMBAT				
Study foe as a move action to increase attack and damage.				
INSIGHT Investigator BONUS Level				
= ÷ 2				
(Round down)				
Level To study the same foe within 24 hours, spend 1 inspiration. STUDIED Investigator				
STUDIED Investigator STRIKE Level				
d6 = (÷ 2) - 1 (Round down)				
This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.				