

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
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Varie

= (÷ 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
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Livello = ÷ 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