

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** = ÷ 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