

Investigator  
Level

## ALCHEMY

Extract Save DC = 10 + INT + Extract Level

## INSPIRATION

Misc

**Level** Inspiration bonus is now 2d6  
**20** Apply the Inspiration bonus to any skill check.

## TRAPS

	<b>TRAP SENSE</b>		Investigator Level	
Level		=		÷ 3
<b>3</b>	<div style="border: 1px solid black; width: 60px; height: 30px; display: inline-block;"></div>		_____	(Round down)
	Bonus to reflex saves and AC against traps.			

## POISON LORE

Spend a minute to neutralise a poison with Craft (alchemy).  
DC = the poison's saving throw DC.

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

## EXTRACTS

## INVESTIGATOR TALENTS

[illegible]