INVESTIGATOR Investigator Level	```		EXTRACTS	<u> </u>
ALCHEMY				
Extract Extrakto Base	1			
Save DC pro Tag Extracts + 4 & × 1 × 2 × 2 × 2				
1	2			
2				
3 0000			000	
4			000	
5				
6				
Extract Save DC = 10 + INT + Extract Level				
INSPIRATION INSPIRATION Investigator Sonstiges				
PRO TAG Level				
= ( ÷ 2) + IN +				
Inspiration today today	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			
Stufe Inspiration bonus is now 2d6  20 Apply the Inspiration bonus to any skill check.				
FALLENKUNDE Investigator				
Wahrnehmung Level  Locate traps = + ( ÷ 2)				
Mechanism. Investigator	_			
ausschalten Level	5			
Disable traps = + ( ÷ 2)				
TRAP Investigator				
Stufe Sense Level				
3 = ÷ 3 (abrunden)				
Bonus to reflex saves and AC against traps.  POISON LORE	6			
POISON LORE  Cannot accidentally poison yourself.				
Spend a minute examining a poison to identify it with Stufe 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.	``	INVESTIGATOR TALENTS		
Stufe POISON RESISTANCE				
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 Immun gegen jedes Gift				
Stufe KEEN RECOLLECTION				
3 Attempt any knowledge skill check untrained.				
STUDIED COMBAT				
Study foe as a move action to increase attack and damage.  INSIGHT Investigator BONUS Level				
= ÷2				
Stufe To study the same foe within 24 hours, spend 1 inspiration.				
4 STUDIED Investigator STRIKE Level				
W6 = ( ÷ 2 ) - 1 (abrunden)  This damage bonus is not multiplied by critical hits.				
You must be able to see your target clearly.				