

Investigator
Level

ALCHEMY

Extract Save DC = 10 + INT + Extract Level

INSPIRATION

Misc

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

TRAPS

	TRAP SENSE		Investigator	
Level			Level	
3	<div style="border: 1px solid black; width: 60px; height: 30px; display: inline-block;"></div>	=		÷ 3
			_____	(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

[illegible]