

# INVESTIGATOR

Investigator  
Level

## ALCHEMY

Extract  
Save DC

1

Extracts  
per day

=

Base  
Extracts

+

INT

- 4

INT

- 8

INT

- 12

Extract Save DC = 10 + INT + Extract Level

## INSPIRATION

INSPIRATION  
PER DAY

Investigator  
Level

Inne

$$\boxed{\phantom{00}} = \left( \boxed{\phantom{00}} \div 2 \right) + \text{INT} + \boxed{\phantom{00}}$$

Inspiration today

Add 1d6 to any skill check  
Including skill checks on which you take 10 or 20 **1pt**

+k6 do Wiedzy, Języków lub Czarostwa  
Provided you have one rank in the skill **0pt**

Add 1d6 to one attack roll **2pt**

Add 1d6 to one saving throw **2pt**

Poziom Inspiration bonus is now 2d6

**20** Apply the Inspiration bonus to any skill check.

## PUŁAPKI

Percepcja

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Locate traps  $\boxed{\phantom{00}} = \boxed{\phantom{00}} + \left( \boxed{\phantom{00}} \div 2 \right)$

Unieszkodliwianie Mechanizmów

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Disable traps  $\boxed{\phantom{00}} = \boxed{\phantom{00}} + \left( \boxed{\phantom{00}} \div 2 \right)$

TRAP  
SENSE

Investigator  
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Poziom **3**  $\boxed{\phantom{00}} = \boxed{\phantom{00}} \div 3$  (Zaokrąglane w dół)  
Bonus to reflex saves and AC against traps.

## POISON LORE

Cannot accidentally poison yourself.

Spend a minute examining a poison to identify it with

Poziom 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.

Poziom **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** Odporny na wszystkie trucizny

## KEEN RECOLLECTION

Poziom **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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$$\boxed{\phantom{00}} = \boxed{\phantom{00}} \div 2 \quad (\text{Zaokrąglane w dół})$$

Poziom To study the same foe within 24 hours, spend 1 inspiration.

**4** **STUDIED STRIKE** Investigator Level

$$\boxed{\phantom{00}} \text{ k6} = \left( \boxed{\phantom{00}} \div 2 \right) - 1 \quad (\text{Zaokrąglane w dół})$$

This damage bonus is not multiplied by critical hits.

You must be able to see your target clearly.

## EXTRACTS

1

$\boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}}$

2

$\boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}}$

3

$\boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}}$

4

$\boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}}$

5

$\boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}}$

6

$\boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}}$

## INVESTIGATOR TALENTS