

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

	<b>TRAP SENSE</b>		Investigator Level					
Level								
<b>3</b>		=		÷ 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]