INVESTIGATOR

Investigator Level [ ]

ALCHEMY

Extract Save DC		Extracts per day	=	Base Extracts	+	INT	INT - 4	INT - 8	INT - 12
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	2					☐	☐	☐	☐
	3					☐	☐	☐	
	4					☐	☐	☐	
	5					☐	☐		
	6					☐	☐		

Extract Save DC = 10 + INT + Extract Level

INSPIRATION

INSPIRATION PER DAY

[ ] = (___ Investigator Level ÷ 2) + INT + ___ Outros

Inspiration today ☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐

Add 1d6 to any skill check	**1pt**
Including skill checks on which you take 10 or 20	
Add 1d6 to Knowledge, Linguistics or Spellcraft	**0pt**
Provided you have one rank in the skill	
Add 1d6 to one attack roll	**2pt**
Add 1d6 to one saving throw	**2pt**

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

TRAPS

Locate traps [ ] = ___ Percepção + (___ Investigator Level ÷ 2)

Disable traps [ ] = ___ Disable Device + (___ Investigator Level ÷ 2)

Nível 3 — **TRAP SENSE** [ ] = ___ Investigator Level ÷ 3 (Arredonda para Baixo)
Bonus to reflex saves and AC against traps.

POISON LORE

Nível 2
Cannot accidentally poison yourself.
Spend a minute examining a poison to identify it with Knowledge (nature) or Knowledge (arcana).
DC = the poison's saving throw DC.

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

POISON RESISTANCE

Nível	
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	Immune to all poisons

KEEN RECOLLECTION

Nível 3 — Attempt any knowledge skill check untrained.

STUDIED COMBAT

Study foe as a move action to increase attack and damage.

INSIGHT BONUS [ ] = ___ Investigator Level ÷ 2 (Arredonda para Baixo)

Nível 4 — To study the same foe within 24 hours, spend 1 inspiration.

STUDIED STRIKE [ ] d6 = (___ Investigator Level ÷ 2) - 1 (Arredonda para Baixo)

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

EXTRACTS

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INVESTIGATOR TALENTS

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