

# INVESTIGATOR

Investigator  
Level

## ALCHIMIE

Extract Save DC		Extracts per day	=	Base Extracts	+	INT	INT - 4	INT - 8	INT - 12
	1								
	2								
	3								
	4								
	5								
	6								

Extract Save DC = 10 + INT + Extract Level

## INSPIRATION

INSPIRATION  
PAR JOUR

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Level

Divers

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

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

Ajoute 1d6 a Connaissance, Language ou Art de la magie **1pt**  
Provided you have one rank in the skill

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

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

Niveau Le bonus d'inspiration est maintenant de 2d6

**20** Applique le bonus d'inspiration pour toutes les verification de talents

## PIÈGES

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

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

**TRAP SENSE** Investigator Level

$$\text{Niveau } \boxed{\phantom{00}} = \boxed{\phantom{00}} \div 3 \text{ (arrondi à l'inférieur)}$$

Bonus to reflex saves and AC against traps.

## POISON LORE

Cannot accidentally poison yourself.

Spend a minute examining a poison to identify it with

Niveau 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.

Niveau **RÉSISTANCE AU POISON**

**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** Immunité à tous les poisons

## KEEN RECOLLECTION

Niveau **3** Attempt any knowledge skill check untrained.

## STUDIED COMBAT

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

**INSIGHT BONUS**

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$$\boxed{\phantom{00}} = \boxed{\phantom{00}} \div 2 \text{ (arrondi à l'inférieur)}$$

Niveau Pour en apprendre sur le meme ennemi en 24h, depense 1pt d'inspiration.

**4 STUDIED STRIKE** Investigator Level

$$\boxed{\phantom{00}} \text{ d6} = \left( \boxed{\phantom{00}} \div 2 \right) - 1 \text{ (arrondi à l'inférieur)}$$

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