

Ermittler  
Stufe

## EXTRACTS

Extract Save DC = 10 + INT + Extract Level

INSPIRATION PRO TAG	Ermittler Stufe	Sonstiges
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Add 1d6 to any skill check	1pt
Including skill checks on which you take 10 or 20	

Add 1d6 to Knowledge, Linguistics or Spellcraft	Optional
Provided you have one rank in the skill	

Add 1d6 to one attack roll	2pt
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Add 1d6 to one saving throw 2pt

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

Wahrnehmung	Ermittler Stufe
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Locate traps  $\square = + (\div 2)$

	Mechanism. ausschalten	Ermittler Stufe
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Disable traps ☐ = ☐ + ( ☐ ÷ 2)

$$\text{Stufe } 3 \times \boxed{\phantom{00}} = \boxed{\phantom{00}} \div 3 \quad (\text{abrunden})$$

Bonus to reflex saves and AC against traps.

Cannot accidentally poison yourself.  
Spend a minute examining a poison to identify it with

Cannot accidentally poison yourself.

Spend a minute examining a poison to identify it with

Stufe 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.

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Stufe **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 Immun gegen jedes Gift

Stufe  
3 Attempt any knowledge skill check untrained.

**STUDIED SOURCE**

**INSIGHT** Ermittler

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

<b>INSIGHT BONUS</b>	Ermittler Stufe
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$$\boxed{\phantom{000}} = \phantom{000} \div 2 \quad (\text{abrunden})$$

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

4	<b>STUDIED STRIKE</b>	Ermittler Stufe
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$$W6 = \left( \frac{\text{Strike}}{2} \right) - 1 \quad (\text{abundant})$$

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

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