INVESTIGATOR Investigator Level	X	EXTRACTS	<u> </u>
ALCHEMY			
Fytract Eytracts Base 4 8 2	2		
Save DC per day Extracts + Extracts			
1 7777			
2			
3			
4			
5			
6			
Extract Save DC = 10 + INT + Extract Level INSPIRATION			
INSPIRATION Investigator Inne			
PER DAY Level			
= (÷ 2) + INT +			
Inspiration DDD DDD	3		
Add 1d6 to any skill check 1pt Including skill checks on which you take 10 or 20			
Add 1d6 to Knowledge, Linguistics or Spellcraft Opt			
Provided you have one rank in the skill			
Add 1d6 to one attack roll 2pt			
Add 1d6 to one saving throw 2pt Poziom Inspiration bonus is now 2d6	4		
20 Apply the Inspiration bonus to any skill check.			
PUŁAPKI Investigator Percepcja Level			
Locate traps = + (÷ 2)			
Unieszkodliwianie Investigator	5		
Mechanizmów Level Disable traps = + (÷ 2)			
TRAP Investigator SENSE Level			
3 = ÷ 3 (Zaokrąglane w dół)			
Bonus to reflex saves and AC against traps.	6		
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).	7	ESTIGATOR TALENTS	,
DC = the poison's saving throw DC.			
Poziom POISON RESISTANCE 2 +2 to all saving throws against poison			
 +2 to all saving throws against poison +4 to all saving throws against poison 			
8 +6 to all saving throws against poison			
11 Odporny na wszystkie trucizny			
KEEN RECOLLECTION			
Poziom Attempt any knowledge skill check untrained.			
STUDIED COMBAT			
Study foe as a move action to increase attack and damage. INSIGHT Investigator PONIS Level			
BONUS Level = ÷ 2 (Zaokrąglane w dół)			
Poziom To study the same foe within 24 hours, spend 1 inspiration.			
STRIKE Level			
This damage bonus is not multiplied by critical hits.			
You must be able to see your target clearly.			