

Ermittler
Stufe

EXTRACTS

Extract Save DC = 10 + INT + Extract Level

INSPIRATION
PRO TAG

Ermittler
Stufe

Sonstiges

$$\boxed{} = (\div 2) + \text{IN} + $$

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	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 Inspiration bonus is now 2d6

20 Apply the Inspiration bonus to any skill check.

		Wahrnehmung	+	Ermittler Stufe
Locate traps	<input type="text"/>	=		$(\text{ } \div 2)$
		Mechanism. ausschalten		Ermittler Stufe
Disable traps	<input type="text"/>	=		$(\text{ } \div 2)$

Stufe	TRAP SENSE	Ermittler Stufe	
3	<input type="text"/>		$\div 3$ (abrunden)

Bonus to reflex saves and AC against traps.

Stufe 2	Gain both Amateur Gunslinger and Gunsmithing feats as bonus feats. Gain a battered firearm identical to the one gained by the Gunslinger.
Stufe 11	Talented Shot: May select a Gunslinger deed in the place of an Investigator talent, as a Gunslinger of Investigator level -4.

Stufe	
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.

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

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

INSIGHT BONUS

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$$\boxed{} = \div 2 \quad (\text{abrunden})$$

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

4	STUDIED STRIKE	Ermittler Stufe
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$$\boxed{W6} = (\quad \div 2) - 1 \quad (\text{abrunden})$$

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

[illegible]

INVESTIGATOR TALENTS

[illegible]