

Investigator
Level

ALCHEMY

Extract Save DC = 10 + INT + Extract Level

INSPIRATION

Misc

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

TRAPS

TRAP SENSE Investigator Level

Level 3 = ÷ 3 (Round down)

Bonus to reflex saves and AC against traps.

POISON LORE

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

Level	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	Immune to all poisons

KEEN RECOLLECTION

STUDIED COMBAT

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

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

EXTRACTS

INVESTIGATOR TALENTS

DATE: _____	

[illegible]