INVESTIGATOR Investigator Level	```	EXTRACTS	<u> </u>
ALCHEMY			
Extract Extracts Rase \$\frac{1}{2} \omega \frac{1}{2}	1		
Save DC per day Extracts + Extracts			
1 7777			
2			
3	2		
4		000	
5 • • • • • •			
6 000			
Extract Save DC = 10 + INT + Extract Level INSPIRATION			
INSPIRATION Investigator Divers			
PER DAY Level			
= (÷ 2) + INT +			
Inspiration DDD DDD today	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			
Add 1d6 to one saving throw 2pt Niveau Inspiration bonus is now 2d6	4		
20 Apply the Inspiration bonus to any skill check.			
PIÈGES Investigator Perception Level			
Locate traps = +(÷2)			
Sabotage Investigator	5		
Disable traps = + (÷ 2)			
TRAP Investigator SENSE Level Niveau			
3 = ÷3 (arrondi à l'inférieur)			
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			
Niveau Knowledge (nature) or Knowledge (arcana).			
2 DC = the poison's saving throw DC. Spend a minute to neutralise a poison with Craft (alchemy).	`.	VESTIGATOR TALENTS	, I
DC = the poison's saving throw DC.			
Niveau 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 Immunité à tous les poisons			
KEEN RECOLLECTION			
Niveau Attempt any knowledge skill check untrained.			
STUDIED COMBAT			
Study foe as a move action to increase attack and damage. INSIGHT Investigator			
BONUS Level = ÷ 2 (arrondi à l'inférieur)			
Niveau To study the same foe within 24 hours, spend 1 inspiration.			
4 STUDIED Investigator STRIKE Level			
d6 = (
You must be able to see your target clearly.			