

EMPIRICIST (INVESTIGATOR)

Niveau
d'Investigateur

ALCHIMIE

DD de sauvegarde
des extraits

Extraits
par jour

= Extraits
de base

+ INT - 4
INT - 8
INT - 12

1					
2					
3					
4					
5					
6					

Extract Save DC = 10 + INT + Extract Level

INSPIRATION

INSPIRATION
PAR JOUR

Niveau
d'Investigateur

Divers

= (÷ 2) + INT +

Inspiration aujourd'hui

Add 1d6 to any skill check 1pt

Including skill checks on which you take 10 or 20

Ajoute 1d6 a Connaissance, Language ou Art de la magie 1pt

Si vous avez un rang dans la compétence

Add 1d6 to one attack roll 2pt

Add 1d6 to one saving throw 2pt

Niveau Apply the Inspiration bonus to any skill check, ability check or initiative without spending Inspiration points.

PIÈGES

Locate traps = Perception Niveau d'Investigateur + (÷ 2)

Disable traps = Sabotage Niveau d'Investigateur + (÷ 2)

TRAP SENSE Niveau d'Investigateur
3 = ÷ 3 (arrondi à l'inférieur)
Bonus to reflex saves and AC against traps.

CEASELESS OBSERVATION

Niveau 2 Use INT in place of the ability modifier for Disable Device, Perception, Sense Motive, and Use Magic Device checks; and for Diplomacy checks made to gather information.

UNFAILING LOGIC

Niveau 4 +2 Bonus to Will saves against illusion spells and spell-like abilities.

Use INT in place of WIS on Will saves for this round. 1pt

Niveau 8 +4 Bonus to Will saves against illusion spells and spell-like abilities.

Niveau 16 Immune to illusion spells and spell-like abilities.

KEEN RECOLLECTION

Niveau 3 Attempt any knowledge skill check untrained.

STUDIED COMBAT

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

INSIGHT BONUS Niveau d'Investigateur

= ÷ 2 (arrondi à l'inférieur)

Niveau 4 Pour en apprendre sur le meme ennemi en 24h, depense 1pt d'inspiration.

STUDIED STRIKE Niveau d'Investigateur

d6 = (÷ 2) - 1 (arrondi à l'inférieur)

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

EXTRAITS

1

2

3

4

5

6

INVESTIGATOR TALENTS