

EMPIRICIST (INVESTIGATOR)

Ermittler
Stufe

ALCHEMY

Extract Save DC		Extrakte pro Tag	=	Base Extracts	+	IN - 4	IN - 8	IN - 12
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	2					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	3					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	4					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	5					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Extract Save DC = 10 + INT + Extract Level

INSPIRATION

INSPIRATION
PRO TAG

Ermittler
Stufe

Sonstiges

$$\boxed{} = \left(\boxed{} \div 2 \right) + \text{IN} + \text{Inspiration today}$$

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 **0pt**

Provided you have one rank in the skill

Add 1d6 to one attack roll **2pt**

Add 1d6 to one saving throw **2pt**

Stufe **20** Apply the Inspiration bonus to any skill check, ability check or initiative without spending Inspiration points.

FALLENKUNDE

Locate traps $\boxed{} = \text{Wahrnehmung} + \left(\boxed{} \div 2 \right)$

Disable traps $\boxed{} = \text{Mechanism. ausschalten} + \left(\boxed{} \div 2 \right)$

TRAP SENSE Ermittler Stufe

Stufe **3** $\boxed{} = \boxed{} \div 3$ (abrunden)

Bonus to reflex saves and AC against traps.

CEASELESS OBSERVATION

Stufe **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

Stufe **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**

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

Stufe **16** Immune to illusion spells and spell-like abilities.

KEEN RECOLLECTION

Stufe **3** Attempt any knowledge skill check untrained.

STUDIED COMBAT

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

INSIGHT
BONUS

Ermittler
Stufe

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

Stufe **4** To study the same foe within 24 hours, spend 1 inspiration.

STUDIED
STRIKE

Ermittler
Stufe

$$\boxed{} \text{ W6} = \left(\boxed{} \div 2 \right) - 1 \quad (\text{abrunden})$$

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

EXTRACTS

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INVESTIGATOR TALENTS