EMPIRICIST
(INVESTIGATOR)

Investigator Level

ALCHEMY

Extract Save DC		Extracts per day	=	Base Extracts	+	INT	INT - 4	INT - 8	INT - 12
	1					☐	☐	☐	☐
	2						☐	☐	☐
	3						☐	☐	☐
	4						☐	☐	☐
	5							☐	☐
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Extract Save DC = 10 + **INT** + Extract Level

INSPIRATION

INSPIRATION PER DAY   Investigator Level   Inne

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

Inspiration today ☐☐☐ ☐☐☐
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Add 1d6 to any skill check	**1pt**
Including skill checks on which you take 10 or 20	
+k6 do Wiedzy, Języków lub Czarostwa	**0pt**
Provided you have one rank in the skill	
Add 1d6 to one attack roll	**2pt**
Add 1d6 to one saving throw	**2pt**

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

PUŁAPKI

Percepcja   Investigator Level

Wyszukiwanie Pułapek = $\underline{}$ + ($\underline{} \div 2$)

Unieszkodliwianie Mechanizmów   Investigator Level

Unieszkodliwianie Pułapek $\underline{}$ + ($\underline{} \div 2$)

Poziom **3**   **TRAP SENSE**   Investigator Level

$\boxed{} = \underline{} \div 3$ (Zaokrąglane w dół)

Bonus to reflex saves and AC against traps.

CEASELESS OBSERVATION

Poziom **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

Poziom **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**

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

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

KEEN RECOLLECTION

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

STUDIED COMBAT

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

INSIGHT BONUS   Investigator Level

$\boxed{} = \underline{} \div 2$ (Zaokrąglane w dół)

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

STUDIED STRIKE   Investigator Level

$\boxed{}\text{k6} = (\underline{} \div 2) - 1$ (Zaokrąglane w dół)

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

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