EMPIRICIST Niveau		EXTRAITS			
(INVESTIGATOR)					
ALCHIMIE	1				
DD de sauvegarde Extraits Extraits Extraits					
des extraits par jour de base de base					
1					
2					
3					
4 - 111	2				
5 000	2				
Extract Save DC = 10 + INT + Extract Level					
INSPIRATION					
INSPIRATION Niveau Divers					
PAR JOUR d'Investigateur  = ( ÷ 2) + INT +					
/					
Inspiration	3				
Add 1d6 to any skill check 1pt					
Including skill checks on which you take 10 or 20					
Ajoute 1d6 à Connaissance, Linguistique ou Art de la ma@ite					
Si vous avez un rang dans la compétence Add 1d6 to one attack roll 2pt					
Ajoute 1d6 à un jet de sauvegarde 2pt	,				
Niveau Apply the Inspiration bonus to any skill check, ability check	4				
20 or initiative without spending Inspiration points.					
PIÈGES Niveau					
Perception d'Investigateur	5				
Locate traps $=$ + $(\div 2)$					
Sabotage Niveau d'Investigateur  Disable traps = + ( ÷ 2)					
TRAP Niveau					
Niveau Niveau  Niveau					
3 = ÷3 (arrondi à l'inférieur)					
Bonus to reflex saves and AC against traps.	6				
CEASELESS OBSERVATION					
Niveau 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  Bonus to Will saves against illusion spells and	``	INVESTIGA	ATOR T	TALENTS	
4 Use INT in place of WIS on Will saves for this round. 1pt					
Niveau Bonus to Will saves against illusion spells and					
8 +4 spell-like abilities.					
Niveau  16 Immune to illusion spells and spell-like abilities.					
KEEN RECOLLECTION					
3 Attempt any knowledge skill check untrained.					
STUDIED COMBAT					
Study foe as a move action to increase attack and damage.  INSIGHT Niveau  BONUS d'Investigateur					
- ÷ 2					
(arrondi à l'inférieur) Niveau Pour en apprendre sur le meme ennemi en 24h, depense 1pt	d'inspiration				
STUDIED Niveau STRIKE d'Investigateur					
$ d6 = ( \div 2 )_{\text{(arrondi à l'inférieur)}} $					
This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.					