EMPIRICIST Investigator		EXTRACTS			*
	(INVESTIGATOR)				
×	ALCHEMY	1			
Save	. = +				
	per day Extracts \(\frac{1}{2} \frac{1}{2} \)				
	2				
	3		000		
	4		000	000	
	5	2			
	6				
Extract Save DC = 10 + INT + Extract Level					
INSPIRATION Investigator Misc PER DAY Level					
	= (÷ 2) + INT +				
Add 1d6 to any skill check 1pt		3			
Including skill checks on which you take 10 or 20 Add 1d6 to Knowledge, Linguistics or Spellcraft Provided you have one rank in the skill Opt					
Add 1d6 to one attack roll 2pt					
Add 1d6 to one saving throw 2pt					
Level Apply the Inspiration bonus to any skill check, ability check or initiative without spending Inspiration points.					
TRAPS Investigator Level					
Locate traps = + (÷ 2) Disable Investigator Level Disable traps = + (÷ 2)		5			
	TRAP Investigator SENSE Level				
Level	= ÷3				
3	(Naar beneden afgerond) Bonus to reflex saves and AC against traps.	6			
X	CEASELESS OBSERVATION				
	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				NVESTIGATOR TALENTS	,
Level	+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				
Level	Bonus to Will saves against illusion spells and				
8	spell-like abilities.				
16	Immune to illusion spells and spell-like abilities.				
Level	KEEN RECOLLECTION				
3	Attempt any knowledge skill check untrained.				
``	STUDIED COMBAT				
	Study foe as a move action to increase attack and damage. INSIGHT Investigator BONUS Level				
	= ÷ 2 (Naar beneden afgerond)				
Level	To study the same foe within 24 hours, spend 1 inspiration.				
	STUDIED Investigator STRIKE Level				
	d6 = (* 2) - 1 (Naar beneden afgerond) This damage bonus is not multiplied by critical hits.				
	You must be able to see your target clearly.				