EMPIRICIST
(INVESTIGADOR)

Nível do Investigador [ ]

ALQUIMIA

Teste de extrair CD		Extrair por dia	=	Base Extracts	+	INT	INT - 4	INT - 8	INT - 12
	1					□	□	□	□
	2					□	□	□	□
	3					□	□	□	
	4					□	□	□	□
	5					□	□		
	6					□	□	□	

Extract Save DC = 10 + **INT** + Extract Level

INSPIRATION

INSPIRAÇÃO POR DIA Nível do Investigador   Outros

[ ] = (_____ ÷ 2) + **INT** + _____

Inspiration today □□□ □□□ / □□□ □□□

Add 1d6 to any skill check **1pt**
Including skill checks on which you take 10 or 20

Adiciona 1d6 para Conhecimento, Linguística e Arte da Magia **1pt**
Provided you have one rank in the skill

Adiciona 1d6 na rolagem de ataque **2pt**

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

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

ARMADILHAS

Nível do Investigador
Percepção

Locate traps [ ] = _____ + (_____ ÷ 2)

Desabilitar Dispositivo Nível do Investigador

Desabilitar armadilhas [ ] = _____ + (_____ ÷ 2)

TRAP SENSE Nível do Investigador

Nível 3 [ ] = _____ ÷ 3 (Arredonda para Baixo)
Bonus to reflex saves and AC against traps.

CEASELESS OBSERVATION

Nível 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

Nível 4 **+2** Bonus to Will saves against illusion spells and spell-like abilities.
Use **INT** no lugar de **SAB** para testes de Vontade neste turno **1pt**

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

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

KEEN RECOLLECTION

Nível 3 Attempt any knowledge skill check untrained.

STUDIED COMBAT

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

INSIGHT BONUS Nível do Investigador

[ ] = _____ ÷ 2 (Arredonda para Baixo)

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

STUDIED STRIKE Nível do Investigador

[ ] d6 = (_____ ÷ 2) – 1 (Arredonda para Baixo)

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

EXTRAIR

1
□□□ _____ □□□ _____
□□□ _____ □□□ _____
□□□ _____ □□□ _____
□□□ _____ □□□ _____
□□□ _____ □□□ _____
□□□ _____ □□□ _____

2
□□□ _____ □□□ _____
□□□ _____ □□□ _____
□□□ _____ □□□ _____
□□□ _____ □□□ _____
□□□ _____ □□□ _____
□□□ _____ □□□ _____

3
□□□ _____ □□□ _____
□□□ _____ □□□ _____
□□□ _____ □□□ _____
□□□ _____ □□□ _____
□□□ _____ □□□ _____
□□□ _____ □□□ _____

4
□□□ _____ □□□ _____
□□□ _____ □□□ _____
□□□ _____ □□□ _____
□□□ _____ □□□ _____
□□□ _____ □□□ _____

5
□□□ _____ □□□ _____
□□□ _____ □□□ _____
□□□ _____ □□□ _____
□□□ _____ □□□ _____
□□□ _____ □□□ _____

6
□□□ _____ □□□ _____
□□□ _____ □□□ _____
□□□ _____ □□□ _____
□□□ _____ □□□ _____
□□□ _____ □□□ _____

TALENTOS DE INVESTIGADOR