EMPIRICIST Investigator		EXTRACTS		
(INVESTIGATOR)	1			
ALCHEMY	1			
Extract Extracts Base + 5 00 5 Save DC per day Extracts + 5 5 5 5	·			
save DC per day Extracts \( \frac{1}{2} \) \( \frac{1}{2} \)				
2				
3				
4				
5	2			
6				
Extract Save DC = 10 + INT+ Extract Level				
INSPIRATION				
INSPIRATION Investigator Misco PER DAY Level				
= ( ÷ 2) + INT +		000		
Inspiration DDD DDD today DDD DDD				
	1pt			
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	0n+			
	ορι			
	2pt	000		
	<sup>2pt</sup> <b>4</b>			
Level Apply the Inspiration bonus to any skill check, ability che or initiative without spending Inspiration points.	eck			
TRAPS Investigator Perception Level				
Locate traps  = + ( ÷ 2)  Disable Device Level  Disable traps  TRAP Investigator Level  TRAP Level  Level  TRAP Level  Level	2)	000		
	5			
	)			
Level 3 = ÷3	)	000	000	
Bonus to reflex saves and AC against traps. (Round dov	<sup>vn)</sup> 6			
CEASELESS OBSERVATION				
Level Use INTin 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	*	INV	ESTIGATOR TALENTS	,
Level +2 Bonus to Will saves against illusion spells a spell-like abilities.  Use INTin place of WIS on Will saves for this round.				
Level Bonus to Will saves against illusion spells a spell-like abilities.	_			
Level 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 dama INSIGHT Investigator BONUS Level	ge.			
= ÷2				
(Round do Level To study the same foe within 24 hours, spend 1 inspirati	,			
4 STUDIED Investigator STRIKE Level				
d6 = ( ÷ 2 ) - 1 (Round do	wn)			
This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.				