

EMPIRICIST (INVESTIGATOR)

Investigator
Level

ALCHEMY

Extract Save DC		Extracts per day	=	Base Extracts	+	INT - 4	INT - 8	INT - 12
	1							
	2							
	3							
	4							
	5							
	6							

Extract Save DC = 10 + INT + Extract Level

INSPIRATION

INSPIRATION
PER DAYInvestigator
Level

Misc

= (÷ 2) + INT +

Inspiration today

Add 1d6 to any skill check **1pt**

Including skill checks on which you take 10 or 20

Add 1d6 to Knowledge, Linguistics or Spellcraft **0pt**

Provided you have one rank in the skill

Add 1d6 to one attack roll **2pt**Add 1d6 to one saving throw **2pt**Level **20** Apply the Inspiration bonus to any skill check, ability check or initiative without spending Inspiration points.

TRAPS

Locate traps = + (÷ 2)

Disable traps = + (÷ 2)

Trap Sense = ÷ 3 (Naar beneden afgerond)

TRAP
SENSEInvestigator
Level

Level

3

Bonus to reflex saves and AC against traps.

CEASELESS OBSERVATION

Level **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

Level **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**Level **8** +4 Bonus to Will saves against illusion spells and spell-like abilities.Level **16** Immune to illusion spells and spell-like abilities.

KEEN RECOLLECTION

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

STUDIED COMBAT

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

INSIGHT
BONUSInvestigator
Level

= ÷ 2 (Naar beneden afgerond)

Level **4** To study the same foe within 24 hours, spend 1 inspiration.STUDIED
STRIKEInvestigator
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.

EXTRACTS

1

2

3

4

5

6

INVESTIGATOR TALENTS