EMPIRICIST Следователя			EXTRACTS	,
(INVESTIGATOR)				
х АЛХИМИЯ	1			
Extract Extracts Base + サルデー Extracts Per day				
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 Следователя Прочее PER DAY Уровень				
= (÷ 2) + UHT +			000	
Inspiration DDD DDD today	3			
today				
Add 1d6 to any skill check 104			000	
Including skill checks on which you take 10 or 20 Add 1d6 to Knowledge, Linguistics or Spellcraft Opt				
Provided you have one rank in the skill				
Add 1d6 to one attack roll 204				
Add 1d6 to one saving throw 204	4			
Уровень Apply the Inspiration bonus to any skill check, ability check or initiative without spending Inspiration points.				
х ловушки 🗸				
Следователя Восприятие Уровень				
Locate traps $= +(\div 2)$				
Вывод устройствСледователя	5			
Disable traps = + (÷ 2)				
ПОИСК Следователя ЛОВУШЕК Уровень				
3 = ÷ 30 круглять к монь шому)				
3 = ÷ 3 _{Округлять к меньшему)} Bonus to reflex saves and AC against traps.	6			
CEASELESS OBSERVATION				
уровень 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	*	INVES	STIGATOR TALENTS	
Уровень +2 Bonus to Will saves against illusion spells and spell-like abilities. Use INT in place of WIS on Will saves for this round. 104				
Уровень Вonus to Will saves against illusion spells and spell-like abilities.				
Уровень Immune to illusion spells and spell-like abilities.				
KEEN RECOLLECTION				
Уровень Attempt any knowledge skill check untrained.				
STUDIED COMBAT				
Study foe as a move action to increase attack and damage. INSIGHT Следователя BONUS Уровень				
= ÷ 2 _(Округлять к меньшему)				
Уровень To study the same foe within 24 hours, spend 1 inspiration.				
4 STUDIED Следователя STRIKE Уровень				
$d6 = \left(\begin{array}{c} \div 2 \\ (0 \text{круглять к меньшему}) \end{array} \right)$				
This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.				