| EMPIRICIST Investigator | | EXTRACTS | | |
|--|-------------------------|----------|-------------------|---|
| (INVESTIGATOR) | 1 | | | |
| ALCHEMY | 1 | | | |
| Extract Extracts Base + + + + + + + + + + + + + + + + + + + | | | | |
| Save DC per day Extracts | | | | |
| 2 | | | | |
| 3 | | | | |
| 4 | | | 000 | |
| 5 | 2 | | | |
| 6 | | | | |
| Extract Save DC = 10 + INT + Extract Level | | | | |
| | | | | |
| INSPIRATION Investigator Misc PER DAY Level | | | | |
| = (÷ 2) + INT + | | | | |
| | _ _ 3 | | | |
| Inspiration DDD DDD today DDD DDD | | | | |
| | lpt | | | |
| 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 | Opt | | | |
| Add 1d6 to one attack roll | 2pt | | | |
| Add 1d6 to one saving throw | ^{2pt} 4 | | | |
| 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 = + (÷ 2) TRAP Investigator SENSE Level | •) | | | |
| | 5 | | | |
| | | | | |
| | 2) | | | |
| | | | | |
| Level 3 = $\div 3$ (Pound down | | | | |
| Bonus to reflex saves and AC against traps. | vn) 6 | | | |
| CEASELESS OBSERVATION | | | | |
| Level Use INT in place of the ability modifier for Disable Device, | ce, | | | |
| Perception, Sense Motive, and Use Magic Device checks; and for Diplomacy checks made to gather information. | | | | |
| UNFAILING LOGIC | | | ESTIGATOR TALENTS | , |
| Level 4 Bonus to Will saves against illusion spells a spell-like abilities. Use INT in place of WIS on Will saves for this round. | | | | |
| Level Bonus to Will saves against illusion spells a | | | | |
| 8 +4 spell-like abilities. | | | | |
| 16 Immune to illusion spells and spell-like abilities. | | | | |
| | * (| | | |
| Attempt any knowledge skill check untrained. | | | | |
| STUDIED COMBAT | | | | |
| Study foe as a move action to increase attack and damage INSIGHT Investigator BONUS Level | ge. | | | |
| = ÷ 2 | (aux) | | | |
| Level To study the same foe within 24 hours, spend 1 inspiration | , | | | |
| 4 STUDIED Investigator STRIKE Level | | | | |
| d6 = (÷ 2) - 1 (Round do') This damage bonus is not multiplied by critical hits. You must be able to see your target clearly. | wn) | | | |