

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

$$\boxed{} = \left(\boxed{} \div 2 \right) + \text{INT} + \text{Inspiration today}$$

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 $\boxed{} = \text{Perception} + \left(\text{Investigator Level} \div 2 \right)$

Disable traps $\boxed{} = \text{Disable Device} + \left(\text{Investigator Level} \div 2 \right)$

Level **3** **TRAP SENSE** $\boxed{} = \text{Investigator Level} \div 3$ (Round down)

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 BONUS Investigator Level

$$\boxed{} = \boxed{} \div 2 \quad (\text{Round down})$$

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

$$\boxed{} \text{d6} = \left(\boxed{} \div 2 \right) - 1 \quad (\text{Round down})$$

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

EXTRACTS

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☐☐☐**4**☐☐☐
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☐☐☐**5**☐☐☐
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☐☐☐**6**☐☐☐
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INVESTIGATOR TALENTS