EMPIRICIST
(INVESTIGATOR)

Nível do Investigador [ ]

ALCHEMY

Teste de extrair CD		Extrair por dia	=	Base Extracts	+	INT	INT -4	INT -8	INT -12
	1					☐	☐	☐	☐
	2					☐	☐	☐	☐
	3					☐	☐	☐	☐
	4					☐	☐	☐	☐
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	6					☐	☐		

Extract Save DC = 10 + **INT** + Extract Level

INSPIRATION

INSPIRATION PER DAY

[ ] = (____ ÷ 2) + **INT** + ____

Nível do Investigador   Outros

Inspiration today ☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐

Add 1d6 to any skill check — **1pt**
Including skill checks on which you take 10 or 20

Adiciona 1d6 para Conhecimento, Linguística e Arte da Magia
Provided you have one rank in the skill

Adiciona 1d6 na rolagem de ataque — **2pt**

Add 1d6 to one saving throw — **2pt**

Nível 20 — Apply the Inspiration bonus to any skill check, ability check or initiative without spending Inspiration points.

ARMADILHAS

Locate traps [ ] = ____ + (____ ÷ 2)
Percepção / Nível do Investigador

Desabilitar armadilhas = ____ + (____ ÷ 2)
Desabilitar Dispositivo / Nível do Investigador

Nível 3 — **TRAP SENSE** [ ] = ____ ÷ 3 (Arredonda para Baixo)
Nível do Investigador
Bonus to reflex saves and AC against traps.

CEASELESS OBSERVATION

Nível 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

Nível 4 — **+2** Bonus to Will saves against illusion spells and spell-like abilities.
Use **INT** no lugar de **SAB** para testes de Vontade neste turno — **1pt**

Nível 8 — **+4** Bonus to Will saves against illusion spells and spell-like abilities.

Nível 16 — Immune to illusion spells and spell-like abilities.

KEEN RECOLLECTION

Nível 3 — Attempt any knowledge skill check untrained.

STUDIED COMBAT

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

INSIGHT BONUS [ ] = ____ ÷ 2 (Arredonda para Baixo)
Nível do Investigador

Nível 4 — To study the same foe within 24 hours, spend 1 inspiration.

STUDIED STRIKE [ ] d6 = (____ ÷ 2) − 1 (Arredonda para Baixo)
Nível do Investigador
This damage bonus is not multiplied by critical hits.
You must be able to see your target clearly.

EXTRAIR

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INVESTIGATOR TALENTS