EMPIRICIST Ermittler		EXTRACTS					
_	(INVESTIGATOR)	Stufe j					
×	ALCHEM	IY	1				
Ext	ract Extrakte =	+ 4 8 -					
Save DC pro Tag Extracts ZZZZ							
	2						
	3						
	4						
	5		2				
	6						
Extract Save DC = 10 + INT + Extract Level							
INSPIRATION *							
INSPIRATION Ermittler Sonstiges PRO TAG Stufe							
Add 1d6 to any skill check Ipt Including skill checks on which you take 10 or 20							
			3				
Add 1d6 to Knowledge, Linguistics or Spellcraft Opt Provided you have one rank in the skill							
Add 1d6 to one attack roll 2pt							
Add 1d6 to one saving throw 2pt			4				
Stufe Apply the Inspiration bonus to any skill check, ability check 20 or initiative without spending Inspiration points. FALLENKUNDE							
,	FALLENKU	NDE Ermittler					
Wahrnehmung Stufe Locate traps = + (÷ 2) Mechanism. ausschalten Stufe Disable traps = + (÷ 2)			5				
	TRAP Ermittler						
Stufe Stufe							
3	= :	= ÷ 3 (abrunden)					
Stufe 2 Perception, Sense Motive, and Use Magic Device checks; and for Diplomacy checks made to gather information.			6				
Bonus to Will saves against illusion spells and			*	INVESTIGATOR TALENTS			
Stufe 4	+2 spell-like abilities	3.					
	Use INT in place of WIS on V						
Stufe 8	+4 Bonus to Will sav spell-like abilities	es against illusion spells and s.					
Stufe 16	Immune to illusion spells and s	spell-like abilities.					
10	KEEN RECOLL	ECTION					
Stufe 3	Attempt any knowledge skill ch	neck untrained.					
	STUDIED CO	MBAT					
Stufe 4	Study foe as a move action to it INSIGHT Ermittler BONUS Stufe	ncrease attack and damage.					
	= =	- 2					
	To study the same foe within 2	(abrunden) 4 hours, spend 1 inspiration.					
	STUDIED Ermittler STRIKE Stufe	<u>·</u>					
	w ₆ = (÷ 2) - 1 (abrunden)					
	This damage bonus is not mult You must be able to see your to	iplied by critical hits.					