

EMPIRICIST

Nível do Investigador

(INVESTIGATOR)

ALCHEMY

Teste de extrair CD

Extraír por dia =

Base

Extracts

+

INT -4
INT -8
INT -12

	1					
	2					
	3					
	4					
	5					
	6					

Extract Save DC = 10 + INT + Extract Level

INSPIRATION

INSPIRATION Nível do Investigador
PER DAY

Outros

= (÷ 2) + INT +

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

Nível do Investigador
Percepção

Locate traps = + (÷ 2)

Desabilitar Dispositivos Nível do Investigador

Desabilitar armadilhas = + (÷ 2)

TRAP SENSE Nível do Investigador

Nível 3 = ÷ 3 (Arredonda para Baixo)

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 1pt no

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 Nível do Investigador
BONUS

= ÷ 2 (Arredonda para Baixo)

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

STUDIED STRIKE Nível do Investigador

d6 = (÷ 2) - 1 (Arredonda para Baixo)

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

EXTRAIR

1

2

3

4

5

6

INVESTIGATOR TALENTS