EMPIRICIST Niveau	EXTRAITS			<i>x</i> (
(INVESTIGATOR)				
ALCHIMIE	1			
DD de sauvegarde Extraits = Extraits de base + + + + + + + + + + + + + + + + + + +			000	
des extraits par jour de base \(\begin{array}{c c}				
2				
3				
4				
5	2			
6				
Extract Save DC = 10 + INT + Extract Level				
INSPIRATION *				
INSPIRATION Niveau Divers PAR JOUR d'Investigateur				
= (÷ 2) + INT +				
	2			
Add 1d6 to any skill check 1pt				
Including skill checks on which you take 10 or 20				
Ajoute 1d6 à Connaissance, Linguistique ou Art de la ma@ie Si vous avez un rang dans la compétence				
Add 1d6 to one attack roll 2pt				
Add 1d6 to one saving throw 2pt				
Niveau Apply the Inspiration bonus to any skill check, ability check or initiative without spending Inspiration points.				
PIÈGES				
Niveau				
Perception d'Investigateur Locate traps = + (÷ 2)	5			
Locate traps = + (÷ 2) Sabotage Niveau				
d'Investigateur				
Disable traps = + (÷ 2)				
TRAP Niveau SENSE d'Investigateur				
Niveau				
Bonus to reflex saves and AC against traps.	6			
CEASELESS OBSERVATION				
Niveau 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	,	IN	□ □ □ VESTIGATOR TALENTS	
Niveau +2 Bonus to Will saves against illusion spells and spell-like abilities.		11.0	VESTIGATOR TALENTS	
Use INT in place of WIS on Will saves for this round. 1pt Niveau Bonus to Will saves against illusion spells and				
8 +4 spell-like abilities.				
Niveau Immune to illusion spells and spell-like abilities.				
KEEN RECOLLECTION				
Niveau Attempt any knowledge skill check untrained.				
STUDIED COMBAT				
Study foe as a move action to increase attack and damage. INSIGHT Niveau BONUS d'Investigateur				
= ÷2				
(arrondi à l'inférieur) Niveau Pour en apprendre sur le meme ennemi en 24h, depense 1pt	dtingniration			
4 STUDIED Niveau				
STRIKE d'Investigateur				
d6 = (÷ 2)-1 (arrondi à l'inférieur)				
This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.				