EMPIRICIST Nivel de		EXTRACTOS	
(INVESTIGATOR)	2	000	
* ALQUIMIA	1		
CD Salv Extractos Extractos + 4×0^{-7}			
de Extractos al día Base \(\begin{array}{c cccc} & & & & & & & & & & & & & & & & &			
3			
5	2		
Extract Save DC = 10 + INT + Extract Level			
INSPIRATION			
INSPIRATION Nivel de Misc PER DAY Investigador	•		
osiigaasi			
Inspiration 000 000 today 000 000	3		
Add 1d6 to any skill check 1pt			
Including skill checks on which you take 10 or 20			
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			
Nivel Apply the Inspiration bonus to any skill check, ability check	- 4		
20 or initiative without spending Inspiration points.			
TRAMPAS Nivel de			
Percepción Investigador	5		
Locate traps $=$ + $(\div 2)$			
Inutilizar Nivel de Mecanismo Investigador			
Disable traps = + (÷ 2)			
TRAP Nivel de			
SENSE Investigador			
3 = ÷3 (Redondear abajo)			
Bonus to reflex saves and AC against traps.	6		
CEASELESS OBSERVATION			
Nivel 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		INVESTIGATOR	TALENTS
Nivel +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			
Nivel Bonus to Will saves against illusion spells and			
8 +4 spell-like abilities.			
16 Immune to illusion spells and spell-like abilities.			
KEEN RECOLLECTION			
Nivel Attempt any knowledge skill check untrained.			
STUDIED COMBAT			
Study foe as a move action to increase attack and damage. INSIGHT Nivel de BONUS Investigador			
= ÷2)		
Nivel To study the same foe within 24 hours, spend 1 inspiration			
STUDIED Nivel de STRIKE Investigador			
$d6 = (\div 2) - 1$ (Redended a phase)			
This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.)		