| EMPIRICIST Investigator Level | | | EXTRACTS | * |
|--|-------|--------|-----------------|---|
| (INVESTIGATOR) | - 1 | | | |
| ALCHEMY | 1 | | | |
| Extract Extracts = Base + + ** ** ** ** ** ** ** ** ** ** ** ** | | | | |
| Save DC per day Extracts \(\frac{1}{2} \) \(\frac{1}{2} \) | | | | |
| 2 | | | | |
| 3 | | | | |
| 4 | | | | |
| 5 | 2 | | | |
| Extract Save DC = 10 + INT+ Extract Level INSPIRATION INSPIRATION Investigator PER DAY Level Misc | | | | |
| | | | | |
| | | | | |
| | | | | |
| = (÷ 2) + INT + | | | | |
| Inspiration DD DD today | 3 | | | |
| today | | | | |
| Add 1d6 to any skill check Including skill checks on which you take 10 or 20 | ot | | | |
| Add 1d6 to Knowledge, Linguistics, or Spellcraft 0; | | | | |
| Provided you have one rank in the skill | | | | |
| Add 1d6 to one attack roll 2 | | | | |
| Add 1d6 to one saving throw 2p Level Apply the Inspiration bonus to any skill check, ability check | _ 4 | | | |
| 20 or initiative without spending Inspiration points. | | | | |
| TRAPS Investigator Perception Level | | | | |
| | | | | |
| Locate traps = + (÷ 2) Disable Device Level Disable traps = + (÷ 2) | | | | |
| | 5 | | | |
| |) | | | |
| TRAP Investigator | | | | |
| SENSE Level | | | | |
| 3 = ÷ 3 (Round down | 6 | | | |
| Bonus to reflex saves and AC against traps. | _ | | | |
| CEASELESS OBSERVATION Level Use INTin 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 | 1 | | | |
| Ranus to Will saves against illusion spells an | _ \ | INVEST | FIGATOR TALENTS | * |
| Level 4 spell-like abilities. Use INTin place of WIS on Will saves for this round. 1 | | | | |
| Level Bonus to Will saves against illusion spells an | _ | | | |
| Level Immune to illusion spells and spell-like abilities | _ | | | |
| KEEN RECOLLECTION | 1 | | | |
| Level | | | | |
| 3 STUDIED COMBAT | 1 | | | |
| Study foe as a move action to increase attack and damage INSIGHT Investigator | 2. | | | |
| BONUS Level = ÷ 2 | wp) | | | |
| Level To study the same foe within 24 hours, spend 1 inspiration | , | | | |
| 4 STUDIED Investigator STRIKE Level | | | | |
| d6 = (÷ 2) - 1 (Round dow | n) | | | |
| This damage bonus is not multiplied by critical hits. You must be able to see your target clearly. | | | | |