EMPIRICIST Nivel de	X	EXTRACTOS	
(INVESTIGATOR)	1		
ALQUIMIA	1		
CD Salv Extractos Extractos + $\frac{7}{2}$ $\frac{8}{2}$			
de Extractos al día Base \(\frac{1}{2} \f			
2			
3			
4			
5	2		
6			
Extract Save DC = 10 + INT + Extract Level			
INSPIRATION			
INSPIRATION Nivel de Misc PER DAY Investigador			
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 Provided you have one rank in the skill Opt			
Add 1d6 to one attack roll 2pt			
Add 1d6 to one saving throw 2pt	4		
Nivel Apply the Inspiration bonus to any skill check, ability check			
20 or initiative without spending Inspiration points.			
TRAMPAS Nivel de			
Percepción Investigador			
Locate traps = + (÷ 2)			
Inutilizar Nivel de Mecanismo Investigador	5		
Disable traps = + (÷ 2)			
TRAP Nivel de			
SENSE Investigador			
3 = ÷ 3 (Redondear abajo)	6		
Bonus to reflex saves and AC against traps.			
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			
Bonus to Will saves against illusion spells and		INVESTIGATOR	TALENTS *
spell-like abilities.			
Use INT in place of WIS on Will saves for this round. The			
Nivel Bonus to Will saves against illusion spells and spell-like abilities.			
Nivel 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.			
4 STUDIED Nivel de			
STRIKE Investigador			
$ d6 = (\div 2) - 1 $ (Redondear abajo)			
This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.			