EMPIRICIST Investigator		×		EXTRACTS	,
(INVESTIGATOR)	1 1				
ALCHEMY	1				
Extract Extracts = Base + Save DC per day Extracts	- 4				
[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]					
_					
3					
		2			
Extract Save DC = 10 + INT + Extract Level  INSPIRATION INSPIRATION Investigator PER DAY Level					
= ( ÷ 2) + INT	+				
	3				
Inspiration ☐☐☐ today ☐☐☐					
Add 1d6 to any skill check					
Including skill checks on which you take 10 or 20					
+k6 do Wiedzy, Języków lub Czarostwa Provided you have one rank in the skill					
Add 1d6 to one attack roll	2pt				
Add 1d6 to one saving throw	2pt	4			
Poziom Apply the Inspiration bonus to any skill check, ability check 20 or initiative without spending Inspiration points.  PUŁAPKI  Investigator					
Wyszukiwanie Pułapek = + ( ÷ 2)  Unieszkodliwianie Investigator Mechanizmów Level  Unieszkodliwianie Pułapek + ( ÷ 2)  TRAP SENSE Investigator SENSE Level  3 = ÷ 3 (Zaokrąglane w dół) Bonus to reflex saves and AC against traps.  CEASELESS OBSERVATION  Poziom 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.					
		5			
		6			
UNFAILING LOGIC	<i>*</i>	``	I	INVESTIGATOR TALENTS	,
Poziom +2 Bonus to Will saves against illusic spell-like abilities.  4 Use INT in place of WIS on Will saves for this					
Poziom Bonus to Will saves against illusion spell-like abilities.	on spells and				
Poziom Immune to illusion spells and spell-like abilitie					
KEEN RECOLLECTION	,				
Poziom Attempt any knowledge skill check untrained.					
STUDIED COMBAT	,				
Study foe as a move action to increase attack a  INSIGHT Investigator  BONUS Level	and damage.				
= ÷2					
Poziom To study the same foe within 24 hours, spend 1 inspiration.  4 STUDIED Investigator STRIKE Level					
This damage bonus is not multiplied by critical You must be able to see your target clearly.	ąglane w dół) I hits.				