

# EMPIRICIST (INVESTIGATOR)

Investigator  
Level

## ALCHEMY

Extract Save DC		Extracts per day	=	Base Extracts	+	INT - 4	INT - 8	INT - 12
	1							
	2							
	3							
	4							
	5							
	6							

Extract Save DC = 10 + INT + Extract Level

## INSPIRATION

INSPIRATION  
PER DAYInvestigator  
Level

Misc

$$\boxed{\phantom{00}} = \left( \boxed{\phantom{00}} \div 2 \right) + \text{INT} + \text{Inspiration today}$$

Add 1d6 to any skill check **1pt**

Including skill checks on which you take 10 or 20

Add 1d6 to Knowledge, Linguistics or Spellcraft **0pt**

Provided you have one rank in the skill

Add 1d6 to one attack roll **2pt**Add 1d6 to one saving throw **2pt**

Level 20 Apply the Inspiration bonus to any skill check, ability check or initiative without spending Inspiration points.

## TRAPS

Locate traps  $\boxed{\phantom{00}} = \text{Perception} + \left( \boxed{\phantom{00}} \div 2 \right)$

Disable traps  $\boxed{\phantom{00}} = \text{Disable Device} + \left( \boxed{\phantom{00}} \div 2 \right)$

TRAP SENSE

Level 3  $\boxed{\phantom{00}} = \text{Investigator Level} \div 3$  (Naar beneden afgerond)

Bonus to reflex saves and AC against traps.

## CEASELESS OBSERVATION

Level 2 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

Level 4 **+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**Level 8 **+4** Bonus to Will saves against illusion spells and spell-like abilities.

Level 16 Immune to illusion spells and spell-like abilities.

## KEEN RECOLLECTION

Level 3 Attempt any knowledge skill check untrained.

## STUDIED COMBAT

Study foe as a move action to increase attack and damage.

INSIGHT  
BONUSInvestigator  
Level

$$\boxed{\phantom{00}} = \boxed{\phantom{00}} \div 2 \text{ (Naar beneden afgerond)}$$

Level 4 To study the same foe within 24 hours, spend 1 inspiration.

STUDIED  
STRIKEInvestigator  
Level

$$\boxed{\phantom{00}} \text{ d6} = \left( \boxed{\phantom{00}} \div 2 \right) - 1 \text{ (Naar beneden afgerond)}$$

This damage bonus is not multiplied by critical hits.  
You must be able to see your target clearly.

## EXTRACTS

1

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6

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## INVESTIGATOR TALENTS