EMPIRICIST Investigator Level	×		EXTRACTS	*
(INVESTIGATOR)				
ALCHEMY *	1			
Extract Extracts = Base + $\frac{4 \times 0^{-7}}{5}$ Save DC per day Extracts = Extracts				
Save DC per day Extracts \(\frac{1}{2} \) \(\frac{1}{2} \) \(\frac{1}{2} \)				
2				
3				
4	2			
5				
6				
Extract Save DC = 10 + INT + Extract Level INSPIRATION INSPIRATION Investigator Inne PER DAY Level				
= (÷ 2) + INT +				
	2			
Inspiration 000 000 today 000 000	3			
Add 1d6 to any skill check 1pt				
Including skill checks on which you take 10 or 20				
+k6 do Wiedzy, Języków lub Czarostwa Opt 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				
Percepcja Level				
Wyszukiwanie Pułapek = + (÷ 2) Unieszkodliwianie Investigator Mechanizmów Level Unieszkodliwianie Pułapek + (÷ 2) TRAP Investigator	5			
SENSE Level				
3 = ÷ 3 (Zaokrąglane w dół)	6			
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.				
UNFAILING LOGIC				
Ronus to Will saves against illusion spells and	*	INVEST	IGATOR TALENTS	=
spell-like abilities.				
Use INT in place of WIS on Will saves for this round. 1pt Poziom Bonus to Will saves against illusion spells and				
8 +4 Bonus to Will saves against illusion spells and spell-like abilities.				
Poziom Immune to illusion spells and spell-like abilities.				
KEEN RECOLLECTION				
Poziom Attempt any knowledge skill check untrained.				
STUDIED COMBAT				
Study foe as a move action to increase attack and damage. INSIGHT Investigator BONUS Level				
= ÷ 2				
(Zaokrąglane w dół) Poziom To study the same foe within 24 hours, spend 1 inspiration.				
4 STUDIED Investigator STRIKE Level				
te = (
k6 = (7 Z J (Zaokrąglane w dół) This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.				