EMPIRICIST
(INVESTIGATOR)

Investigator Level

ALCHEMY

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

Extract Save DC = 10 + **INT** + Extract Level

INSPIRATION

INSPIRATION PER DAY = (Investigator Level ÷ 2) + IN + Sonst. Mod.

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**

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

FALLENKUNDE

Locate traps = Wahrnehmung + (Investigator Level ÷ 2)

Disable traps = Mechanism. ausschalten + (Investigator Level ÷ 2)

Stufe **3** **TRAP SENSE** = Investigator Level ÷ 3 (abrunden)
Bonus to reflex saves and AC against traps.

CEASELESS OBSERVATION

Stufe **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

Stufe **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**

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

Stufe **16** Immune to illusion spells and spell-like abilities.

KEEN RECOLLECTION

Stufe **3** Attempt any knowledge skill check untrained.

STUDIED COMBAT

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

INSIGHT BONUS = Investigator Level ÷ 2 (abrunden)

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

STUDIED STRIKE W6 = (Investigator Level ÷ 2) - 1 (abrunden)
This damage bonus is not multiplied by critical hits.
You must be able to see your target clearly.

EXTRACTS

1		
2		
3		
4		
5		
6		

INVESTIGATOR TALENTS