EMPIRICIST Empiricist		EXTRACTS		
(INVESTIGATOR)	- 2			
ALCHEMY	1			
Extract Extracts = Base + 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2				
2				
3				
4				
5	2			
6				
Extract Save DC = 10 + INT + Extract Level				
INSPIRATION	1 888			
INSPIRATION Investigator Sonst. Mc PER DAY Level	od.			
= (÷ 2) + IN +				
	-			
Inspiration 000 000 today 000 000	3 			
Add 1d6 to any skill check				
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	ot			
Add 1d6 to one attack roll 2	ot			
Add 1d6 to one saving throw 2	ot 4			
Stufe Apply the Inspiration bonus to any skill check, ability chec or initiative without spending Inspiration points.	_			
FALLEN Investigator				
Wahrnehmung Level Locate traps = +(÷ 2				
Mechanism. Investigator ausschalten Level Disable traps = + (÷ 2) TRAP Investigator SENSE Level	5			
	_ 🗆			
Stufe				
(abrunder	6			
Bonus to reflex saves and AC against traps. CEASELESS OBSERVATION	1 000			
Stufe 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.				
	1	INX	□ □ □ VESTIGATOR TALENTS	,
Stufe +2 Spell-like abilities.	nd		VESTIGATOR TABLETS	
Use INT in place of WIS on Will saves for this round.	_			
Stufe 8 +4 Bonus to Will saves against illusion spells at spell-like abilities.	nd 			
Stufe Immune to illusion spells and spell-like abilities.				
	1			
Stufe 3 Attempt any knowledge skill check untrained.				
STUDIED COMBAT	I			
Study foe as a move action to increase attack and damag INSIGHT Investigator BONUS Level	e. 			
= ÷ 2	n)			
Stufe To study the same foe within 24 hours, spend 1 inspiratio	1			
4 STUDIED Investigator STRIKE Level				
W6 = (÷ 2) - 1 (abrunde	n)			
This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.				