EMPIRICIST
(INVESTIGATOR)

Empiricist Level

ALCHEMY

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

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

INSPIRATION

INSPIRATION PER DAY = (Investigator Level ÷ 2) + INT + Misc

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 = Perception + (Investigator Level ÷ 2)

Disable traps = Disable Device + (Investigator Level ÷ 2)

Level **3** **TRAP SENSE** = Investigator Level ÷ 3 (Round down)

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 BONUS = Investigator Level ÷ 2 (Round down)

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

STUDIED STRIKE = (Investigator Level ÷ 2) - 1 (Round down) d6

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