EMPIRICIST Investigator		EXTRACTS		
(INVESTIGATOR)	7			
ALCHEMY	1			
Extract Extracts Base + 5 % C Save DC per day Extracts				
Save DC per day Extracts \(\frac{1}{2} \) \(\frac{1}{2} \)				
2				
3				
4				
5	2			
6				
Extract Save DC = 10 + INT + Extract Level				
INSPIRATION Investigator Inne PER DAY Level				
= (÷ 2) + INT +				
	_			
Add 1d6 to any skill check Including skill checks on which you take 10 or 20				
	pt 000			
	. 555			
+k6 do Wiedzy, Języków lub Czarostwa Provided you have one rank in the skill)pt			
, , , , , , , , , , , , , , , , , , , ,	2pt			
Add 1d6 to one saving throw	ept 4			
Poziom Apply the Inspiration bonus to any skill check, ability che	ck			
or initiative without spending Inspiration points. PUŁAPKI Investigator				
Percepcja Level Locate traps = + (÷ 2) Unieszkodliwianie Investigator Mechanizmów Level Disable traps = + (÷ 2) TRAP SENSE Investigator Level	\			
	5			
)			
3 Zaokrąglane w do	ół) 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.	e, 000			
	Z X		LECTICATOR TALENTS	
Poziom +2 Bonus to Will saves against illusion spells a spell-like abilities.		INV	VESTIGATOR TALENTS	*
Use IN:I in place of WIS on Will saves for this round.	_			
Poziom 8	nd			
Poziom Immune to illusion spells and spell-like abilities.				
Poziom Attempt any knowledge skill check untrained.				
STUDIED COMBAT	# (
Study foe as a move action to increase attack and damage INSIGHT Investigator BONUS Level	je.			
= ÷ 2	61)			
Poziom To study the same foe within 24 hours, spend 1 inspiration	,			
4 STUDIED Investigator STRIKE Level				
k6 = (÷ 2) -1 (Zaokrąglane w d	ół)			
This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.				