EMPIRICIST Nivel de	7		EXTRACTOS	,
(INVESTIGATOR)				
ALQUIMIA	1			
CD Salv Extractos = Extractos + $\frac{4 \cdot \infty}{1000}$ Extractos al día = Base + $\frac{4 \cdot \infty}{1000}$				
de Extractos al dia Base				
2				
3				
4			000	
5	2			
6				
Extract Save DC = 10 + INT + Extract Level				
* INSPIRATION *				
INSPIRATION Nivel de Misc PER DAY Investigador				
= (÷ 2) + INT +				
· · · · · · · · · · · · · · · · · · ·	3			
Add 1d6 to any skill check Ipt				
Including skill checks on which you take 10 or 20				
Add 1d6 to Knowledge, Linguistics or Spellcraft Opt Provided you have one rank in the skill				
Add 1d6 to one attack roll 2pt				
Add 1d6 to one saving throw 2pt	4			
Nivel Apply the Inspiration bonus to any skill check, ability check or initiative without spending Inspiration points.				
or initiative without spending Inspiration points. TRAMPAS				
Nivel de				
Percepción Investigador				
Locate traps = + (÷ 2)	5			
Disable traps				
Nivel Investigador				
(Redondear abajo)	6			
Bonus to reflex saves and AC against traps. CEASELESS OBSERVATION				
Nivel 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		IN	□□□□ VESTIGATOR TALENTS	
Nivel +2 Bonus to Will saves against illusion spells and spell-like abilities.		111	VESTIGATOR TALENTS	
Use INT in place of WIS on Will saves for this round. IPT				
Nivel 8 Bonus to Will saves against illusion spells and spell-like abilities.				
Nivel 16 Immune to illusion spells and spell-like abilities.				
KEEN RECOLLECTION				
Nivel Attempt any knowledge skill check untrained.	,			
STUDIED COMBAT Study foe as a move action to increase attack and damage.	ı			
INSIGHT Nivel de BONUS Investigador				
= ÷ 2 (Redondear abajo)				
Nivel To study the same foe within 24 hours, spend 1 inspiration.				
STUDIED Nivel de STRIKE Investigador				
d6 = (÷ 2) -1 (Redondear abajo)				
This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.				