EMPIRICIST (vel do Investigador		EXTRAIR		
(INVESTIGATOR)				
ALCHEMY	1			
Teste de extrair CD Extrair por dia Base + $\frac{7}{2}$ $\frac{1}{2}$				
Extracts Extracts				
2				
3				
4				
5	2			
Extract Save DC = 10 + INT + Extract Level				
inspiration				
INSPIRATION vel do Investigador Outros PER DAY				
= (÷ 2) + INT +				
	2			
Add 1d6 to any skill check Ipt	3			
Including skill checks on which you take 10 or 20				
Adiciona 1d6 para Conhecimento, Linguística e Arte da Mag Provided you have one rank in the skill	ia			
Adiciona 1d6 na rolagem de ataque 2pt				
Add 1d6 to one saving throw 2pt	4			
Nível Apply the Inspiration bonus to any skill check, ability check	_			
20 or initiative without spending Inspiration points. ARMADILHAS				
ARMADILHAS Nível do Investigador				
Percepção				
Locate traps = + (÷ 2)				
Desabilitar Disp ol√itial odo Investigador	5			
Desabilitar armadilhas = + (÷ 2)				
TRAP Nível do Investigador				
Nível SENSE				
3 (Arredonda para Baixo)	6			
Bonus to reflex saves and AC against traps.				
CEASELESS OBSERVATION Nivel Use INT in place of the ability modifier for Disable Device,				
Nível 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				
Ronus to Will saves against illusion spells and	*	INVEST	IGATOR TAI	LENTS
spell-like abilities.				
Ose IN Tho lugar de SAB para testes de vontade neste quir	10			
8 Bonus to Will saves against illusion spells and spell-like abilities.				
Nível Immune to illusion spells and spell-like abilities.				
KEEN RECOLLECTION				
Nível Attempt any knowledge skill check untrained.				
STUDIED COMBAT				
Study foe as a move action to increase attack and damage.				
INSIGHT Nivel do Investigador BONUS				
= ÷ 2 (Arredonda para Baixo)				
Nível To study the same foe within 24 hours, spend 1 inspiration.				
4 STUDIED Nível do Investigador				
STRIKE - (÷ 2) -1				
d6 = (
This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.				