EMPIRICIST Investigator		EXTRACTS		
(INVESTIGATOR)	- 7			
ALCHEMY	1			
Extract Extracts = Base + 7 8 8 5 5 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7				
2				
3				
4		000		
5	2			
6				
Extract Save DC = 10 + INT + Extract Level				
	1 555			
INSPIRATION Investigator Sonst. PER DAY Level				
= (÷ 2) + IN +				
` · · · · · · · · · · · · · · · · · · ·	-			
Inspiration				
Add 1d6 to any skill check	pt 000			
ncluding skill checks on which you take 10 or 20 Add 1d6 to Knowledge, Linguistics or Spellcraft Provided you have one rank in the skill				
	pt			
Add 1d6 to one attack roll 2	pt			
Add 1d6 to one saving throw 2	pt 4			
Stufe Apply the Inspiration bonus to any skill check, ability check	·k			
or initiative without spending Inspiration points. FALLENKUNDE Investigator				
Wahrnehmung Level	\			
Locate traps = + (÷ 2) Mechanism. Investigator Level Disable traps = + (÷ 2) TRAP Investigator) 5			
)			
SENSE Level				
3 = ÷ 3 (abrunder	n) 6			
Bonus to reflex saves and AC against traps.				
CEASELESS OBSERVATION Stufe Use INT in place of the ability modifier for Disable Device				
Perception, Sense Motive, and Use Magic Device checks;	e,			
and for Diplomacy checks made to gather information. UNFAILING LOGIC	1			
Bonus to Will saves against illusion spells as	_ `	INV	/ESTIGATOR TALENTS	*
Stufe 4 spell-like abilities. Use INT in place of WIS on Will saves for this round. 1				
Stufe Bonus to Will saves against illusion spells ar	_			
8 +4 spell-like abilities.				
Stufe Immune to illusion spells and spell-like abilities.				
KEEN RECOLLECTION	1			
Stufe 3 Attempt any knowledge skill check untrained.				
STUDIED COMBAT	1			
Study foe as a move action to increase attack and damage 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.	,			