

EMPIRICIST (INVESTIGATOR)

Investigator
Level

ALCHIMIA

CD TS
EstrattiEstratti
al giorno= Estratti
base

+

INT - 4
INT - 8
INT - 12

1

2

3

4

5

6

Extract Save DC = 10 + INT + Extract Level

INSPIRATION

INSPIRATION
PER DAYInvestigator
Level

Varie

$$\boxed{} = \left(\boxed{} \div 2 \right) + \text{INT} + \text{Inspiration today}$$

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**Livello **20** Apply the Inspiration bonus to any skill check, ability check or initiative without spending Inspiration points.

TRAPPOLE

Percezione

Investigator
LevelLocate traps $\boxed{} = \boxed{} + \left(\boxed{} \div 2 \right)$ Disattivare
CongegniInvestigator
LevelDisable traps $\boxed{} = \boxed{} + \left(\boxed{} \div 2 \right)$ TRAP
SENSEInvestigator
LevelLivello **3** $\boxed{} = \boxed{} \div 3$ (per difetto)

Bonus to reflex saves and AC against traps.

CEASELESS OBSERVATION

Livello **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

Livello **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**Livello **8** **+4** Bonus to Will saves against illusion spells and spell-like abilities.Livello **16** Immune to illusion spells and spell-like abilities.

KEEN RECOLLECTION

Livello **3** Attempt any knowledge skill check untrained.

STUDIED COMBAT

Study foe as a move action to increase attack and damage.

INSIGHT
BONUSInvestigator
Level

$$\boxed{} = \boxed{} \div 2 \quad (\text{per difetto})$$

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

$$\boxed{} \text{d6} = \left(\boxed{} \div 2 \right) - 1 \quad (\text{per difetto})$$

This damage bonus is not multiplied by critical hits.
You must be able to see your target clearly.

ESTRATTI

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INVESTIGATOR TALENTS