

EMPIRICIST (INVESTIGATOR)

Investigator
Level

ALCHEMY

Extract Save DC		Extracts per day	=	Base Extracts	+	INT - 4	INT - 8	INT - 12
	1							
	2							
	3							
	4							
	5							
	6							

Extract Save DC = 10 + INT + Extract Level

INSPIRATION

INSPIRATION
PER DAYInvestigator
Level

Misc

<input type="text"/>	=	(<input type="text"/>	÷ 2)	+	INT	+	<input type="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

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

TRAPS

Locate traps	<input type="text"/>	=	Perception	Investigator Level	÷ 2)
Disable traps	<input type="text"/>	=	Disable Device	Investigator Level	÷ 2)

TRAP SENSE	Investigator Level
Level 3	<input type="text"/>
	÷ 3

Bonus to reflex saves and AC against traps.

CEASELESS OBSERVATION

Level 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

Level 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

Level 8 +4 Bonus to Will saves against illusion spells and spell-like abilities.

Level 16 Immune to illusion spells and spell-like abilities.

KEEN RECOLLECTION

Level 3 Attempt any knowledge skill check untrained.

STUDIED COMBAT

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

INSIGHT
BONUSInvestigator
Level

<input type="text"/>	=	÷ 2	(Round down)
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Level 4 To study the same foe within 24 hours, spend 1 inspiration.

STUDIED
STRIKEInvestigator
Level

<input type="text"/>	d6	=	(÷ 2)	- 1	(Round down)
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This damage bonus is not multiplied by critical hits.
You must be able to see your target clearly.

EXTRACTS

1

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2

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INVESTIGATOR TALENTS