

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

Altro

= (÷ 2) + INT +

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
Level

Locate traps

 = + (÷ 2)Disattivare
CongegniInvestigator
Level

Disable traps

 = + (÷ 2)TRAP
SENSEInvestigator
Level

Livello

3

 = ÷ 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 = ÷ 2 (per difetto)

Livello To study the same foe within 24 hours, spend 1 inspiration.

4

STUDIED
STRIKEInvestigator
Level d6 = (÷ 2) - 1 (per difetto)

This damage bonus is not multiplied by critical hits.

You must be able to see your target clearly.

ESTRATTI

1

2

3

4

5

6

INVESTIGATOR TALENTS