

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 DAY

Investigator
Level

Inne

= (÷ 2) + INT +

Inspiration today

Add 1d6 to any skill check **1pt**

Including skill checks on which you take 10 or 20

+k6 do Wiedzy, Języków lub Czarostwa **0pt**

Provided you have one rank in the skill

Add 1d6 to one attack roll **2pt**

Add 1d6 to one saving throw **2pt**

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

PUŁAPKI

Percepcja

Investigator
Level

Locate traps = + (÷ 2)

Unieszkodliwianie Mechanizmów

Investigator
Level

Disable traps = + (÷ 2)

TRAP
SENSE

Investigator
Level

Poziom **3** = ÷ 3 (Zaokrąglane w dół)

Bonus to reflex saves and AC against traps.

CEASELESS OBSERVATION

Poziom **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

Poziom **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**

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

Poziom **16** Immune to illusion spells and spell-like abilities.

KEEN RECOLLECTION

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

STUDIED COMBAT

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

INSIGHT
BONUS

Investigator
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= ÷ 2 (Zaokrąglane w dół)

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

4

STUDIED
STRIKE

Investigator
Level

k6 = (÷ 2) - 1 (Zaokrąglane w dół)

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

EXTRACTS

1

2

3

4

5

6

INVESTIGATOR TALENTS