

EMPIRICIST (INVESTIGATOR)

Nivel de
Investigador

ALQUIMIA

CD Salv
de Extractos

Extractos
al día

= Extractos
Base

+

INT - 4
INT - 8
INT - 12

1

2

3

4

5

6

Extract Save DC = 10 + INT + Extract Level

INSPIRATION

INSPIRATION
PER DAY

Nivel de
Investigador

Misc

= (÷ 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**

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

TRAMPAS

Percepción

Nivel de
Investigador

Locate traps = + (÷ 2)

Inutilizar
Mecanismo

Nivel de
Investigador

Disable traps = + (÷ 2)

TRAP
SENSE

Nivel de
Investigador

Nivel **3** = ÷ 3 (Redondear hacia abajo)

Bonus to reflex saves and AC against traps.

CEASELESS OBSERVATION

Nivel **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

Nivel **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**

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

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

KEEN RECOLLECTION

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

STUDIED COMBAT

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

INSIGHT
BONUS

Nivel de
Investigador

= ÷ 2 (Redondear hacia abajo)

Nivel **4** To study the same foe within 24 hours, spend 1 inspiration.

STUDIED
STRIKE

Nivel de
Investigador

d6 = (÷ 2) - 1 (Redondear hacia abajo)

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

EXTRACTOS

1

2

3

4

5

6

INVESTIGATOR TALENTS