

# 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

Inne

=

(

÷ 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

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

## PUŁAPKI

Percepcja

Investigator  
LevelLocate traps  =  + (  ÷ 2 )

Unieszkodliwianie Mechanizmów

Investigator  
LevelDisable traps  =  + (  ÷ 2 )TRAP  
SENSEInvestigator  
LevelPoziom 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  
BONUSInvestigator  
Level =  ÷ 2 (Zaokrąglane w dół)

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

4

STUDIED  
STRIKEInvestigator  
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