

BAB Low

HP per Lv 6(d8)

Weapon Proficiency any 2 group ( +0 group on multiclass )

Armor Proficiency Light

Saving Throw Proficiency Reflex, Will

Level	Class Ability
1st	Spells , detective's eye , inspiration(1d4)
2nd	Sneak attack +1d6 , bonus skill
3rd	<u>Investigator</u> talent
4th	Sneak attack +2d6 , studied combat
5th	<u>Investigator</u> talent , inspiration(1d6)
6th	Sneak attack +3d6
7th	<u>Investigator</u> talent
8th	Sneak attack +4d6
9th	<u>Investigator</u> talent , inspiration(1d8)
10th	Sneak attack +5d6
11th	<u>Investigator</u> talent
12th	Sneak attack +6d6 , bonus skill
13th	<u>Investigator</u> talent , inspiration(1d10)
14th	Sneak attack +7d6
15th	<u>Investigator</u> talent
16th	Sneak attack +8d6
17th	<u>Investigator</u> talent , inspiration(1d12)
18th	Sneak attack +9d6
19th	<u>Investigator</u> talent
20th	Sneak attack +10d6 , true inspiration

Spells: An investigator casts arcane spells from alchemist spell list. Her casting type is Known 6th casting, and her casting ability is Intelligence.

Investigator の呪文は、extracts という特殊な魔法のポーションの形で実現される。このため、Investigator の全ての呪文は Somatic Component を持つが、Verbal Component を持たない。

After long rest, an investigator must spend 1 hour preparing his extracts to regain her daily allotment of spells.

Detective's Eye(Ex): Investigator は Investigate の Skill に Proficient している。また、Investigate で捜査及び推理の判定を行う際、Skill check に 1/2 クラスレベルの Class ボーナスを得る。

Inspiration (Ex): An investigator is beyond knowledgeable and skilled; he also possesses keen powers of observation and deduction that far surpass the abilities of others.

An investigator typically uses these powers to aid in his investigations, but can also use these flashes of inspiration in other situations.

An investigator has the ability to augment skill checks and ability checks through his brilliant inspiration. The investigator has an inspiration pool equal to 1/2 his investigator level + his Intelligence modifier (minimum 1).

An investigator's inspiration pool refreshes after long rest. As a free action, he can expend one use of inspiration from his pool to add 1d4 (his inspiration die) to the result of that check, including any on which he takes 10 or takes 20. This choice is made after the check is rolled and before the result is revealed. An investigator can use inspiration once only per check or roll.

Inspiration は Skill check、Attack Roll、Saving Throw に使うことができる。ボーナスの種別は Class bonus である。

inspiration die は、Lv5 で 1d6, Lv9 で 1d8, Lv13 で 1d10, Lv17 で 1d12 になる。

Sneak Attack: <Extra Damage> If an investigator can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The investigator's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and increases by 1d6 every 2 investigator levels thereafter. Ranged attacks can count as sneak attacks only if the target is within 30 feet. This additional damage is precision damage.

The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. an investigator cannot sneak attack while striking a creature with total concealment.

Full-round でない Action ( Standard/Swift ) で複数回攻撃する場合、Sneak Attack はその内の 1 回にしか載せることが出来ない。

Investigator Talent (Ex or Su): At 3rd level and every 2 levels thereafter, an investigator gains an investigator talent. Except where otherwise noted, each investigator talent can be selected only once.

Saving Throw が必要な場合、Int の Class DC とする。

Alchemist Discovery (Ex): The investigator can select one of the following alchemist discoveries as an investigator talent: combine extracts, dilution, elixir of life, enhance potion, eternal potion, extend potion. When selecting an alchemist discovery, he must be of a high enough level to qualify for that discovery, using his investigator level as his alchemist level to determine if he qualifies. This talent can be selected multiple times; each time grants a new alchemist discovery.

Rogue Talent (Ex): An investigator can select one of the following rogue talents in place of an investigator talent: camouflage, canny observer, charmer, coax information, combat swipe, convincing liar, cunning trigger, deft palm, expert leaper, fast fingers, fast getaway, fast picks, fast stealth, firearm training, guileful polyglot, grit, hard to fool, hold breath, honeyed words, iron guts, lasting poison, ledge walker, major magic, minor magic, nimble climber, peerless maneuver, quick disable, quick disguise, quick trapsmith, resilience, rogue crawl, rope master, stand up, strong stroke, terrain master, trap spotter, or wall scrambler. Any talent effects based on rogue level use the investigator's class level. If the rogue talent has a prerequisite (such as the major magic rogue talent requiring the minor magic talent), the investigator must

meet the prerequisite before selecting that rogue talent. This talent can be selected multiple times; each time, it grants the investigator a new rogue talent.

拡張の Rogue talent は全部コンバートはしていないので、取りたいものがあればお知らせください。

**Eidetic Recollection (Su):** An investigator can always take 10 on any of his Knowledge checks, even if he's in immediate danger or distracted. Once per day, an investigator can expend one use of inspiration to take 20 on a Knowledge check, even if he's in immediate danger or distracted.

**Empathy (Ex, Su):** When attempting a Sense Motive check, the investigator makes two d20 rolls and takes the higher result. If an investigator uses inspiration on a Sense Motive check, he rolls his inspiration die twice and takes the higher result. Once per day, the investigator can expend one use of inspiration to target a single creature that he can see and hear within 30 feet. Upon doing so, the investigator detects the surface thoughts of the target's mind, as if he concentrated for 3 rounds while using the detect thoughts spell, unless the creature succeeds at a Will saving throw. If the target fails, the investigator can continue to detect the surface thoughts of the target creature for a number of rounds equal to 1/2 his investigator level.

**Hidden Agendas (Su):** An investigator learns to obscure his thoughts and endeavors from prying eyes and even intrusive magic. When an investigator uses inspiration on a Bluff check to pass secret messages or on a Linguistics check to create forgeries, he can roll his inspiration die twice and take the higher result. In addition, the investigator can use inspiration on a saving throw against a divination spell or effect without expending a use of inspiration.

**Inspired Skill (Ex):** An investigator with this talent can pick any one skill. He can add his inspiration die to checks attempted with that skill without expending a use of inspiration.

**Inspired Intimidator (Ex):** When the investigator succeeds at an Intimidate check to demoralize an opponent, he can expend one use of inspiration to automatically increase the result of the check by 5 for the purpose of determining the duration of the demoralize effect. He can choose to spend multiple uses of inspiration in this manner to further increase the duration of the demoralize effect. An investigator must be trained in Intimidate to select this talent. The underworld inspiration investigator talent has no effect on this talent.

**Tracking (Ex):** The investigator can use Investigation instead of Nature to both find and follow tracks, using the same DCs given for the Nature skill.

**Inspired Alchemy (Su):** You can recreate an extract that you can cast. You must spend 10 minutes and expend a number of uses of inspiration equal to the level of the extract's formula to do so.

**Inspired Alertness (Ex):** Whenever the investigator becomes flat-footed, he can expend one use of inspiration to ignore that condition. He must be conscious to do so, and must decide to do so when he becomes flat-footed. Using this ability doesn't require an action.

**Defensive Inspiration (Ex):** 攻撃が命中しそうな時、reaction で inspiration を消費することで、inspiration die の結果を AC に加算することができる。同じ攻撃者からの攻撃に対しては、効果は1ラウンド持続する。

**Inspirational Expertise (Ex):** When an investigator succeeds at a Knowledge check to identify a monster's special powers or vulnerabilities, he can expend one use of inspiration as a free action to grant allies within 30 feet that can hear him a +1 competence bonus on attack rolls against that monster or type of monster for 2 min. 5Lv,11Lv,17Lv で competence bonus は1ずつ上昇する。

Sapping Strike (Ex): When the investigator deals damage with sneak attack, he can spend inspiration as a swift action and that creature cannot make reaction for 1 round.

Sickening Strike (Ex): When the investigator deals damage with sneak attack, he can spend inspiration as a swift action and that creature is sickened for inspiration die rounds. A successful Fortitude save reduce this to 1 round.

Toppling Strike (Ex): When the investigator deals damage with sneak attack, he can spend inspiration as a swift action and the opponent must succeed at a Reflex saving throw or fall prone.

Repositioning Strike (Ex): When the investigator deals damage with sneak attack, he can spend inspiration as a swift action and Attack Roll の結果に inspiration die の結果を加えて Bull rush できる。

Stealing Strike (Ex): When the investigator deals damage with sneak attack, he can spend inspiration as a swift action and Attack Roll の結果に inspiration die の結果を加えて Disarm できる。Investigator の手が片方でも空いている場合、素手で Disarm したのと同様に、アイテムを地面に落とさないで奪ってもよい。

Deafening Strike (Ex): When an investigator deals damage with sneak attack, he can spend inspiration as a swift action and the opponent must succeed at a Fortitude saving throw or be deafened for inspiration die rounds. A successful Fortitude save reduce this to 1 round.

Blinding Strike (Ex): When the investigator deals damage with sneak attack, he can spend inspiration as a swift action and the opponent must succeed at a Fortitude saving throw or be blinded for inspiration die rounds. A successful saving throw reduces this effect to dazzled for 1 rounds. This talent has no effect on creatures that do not rely on eyes for sight or creatures with more than two eyes (although multiple hits might cause blindness, at the GM's discretion).

Confusing Strike (Ex): When the investigator deals damage with sneak attack, he can spend inspiration as a swift action and the opponent must succeed at a Fortitude saving throw or become confused for inspiration die rounds. A successful saving throw reduces this effect to off-balanced. Creatures immune to critical hits or mind-effects are not affected by this ability. An investigator must be at least 7th level to select this talent.

Studied Combat (Ex): With a keen eye and a calculating mind, an investigator can assess the mettle of his opponent to take advantage of gaps in talent and training. At 4th level, an investigator can use a swift action and spend inspiration to study a single enemy that he can see. Upon doing so, he adds his inspiration die to attack rolls against the creature without expanding inspiration.

加えて、対象に攻撃が命中したとき、free action で inspiration を消費することで、Sneak Attack の条件を満たしていなくても、Sneak Attack ダメージを与えることができる (Precision ダメージであることに変わりはないので、Critical Immune の敵には意味がない)

This effect lasts for 2min or investigator target another creature with studied combat.

True Inspiration (Ex): At 20th level, an investigator can use inspiration on all skill checks&#8212;even for skills in which he isn't trained&#8212;and on all saving throws without spending a use of inspiration. Studied Combat の対象に対して、Inspiration の消費なしで攻撃が Sneak Attack になる。

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## 専用 Feat

- Extra Inspiration : Inspiration +1

- Extra Investigator Talent : Talent +1

## Convert しない Feat

- Amateur Investigator とその派生
- Focused Inspiration
- Inspired Strike
- Insightful Delivery
- Ranged Study (もとより Melee の制限なし)

## Archetypes

### Empiricist

Ceaseless Observation (Ex): An empiricist's ability to notice the minutiae of almost everything that happens around him allows him to make shrewd and insightful calculations about people and even inanimate objects. At 3rd level, an empiricist uses his Intelligence modifier instead of the skill's typical ability for all Thievery, Perception, Sense Motive, and Use Magic Device checks. He can also use his Intelligence modifier instead of Charisma on any Diplomacy checks made to gather information. This ability replaces bonus skill.

Unfailing Logic (Ex): An empiricist's grasp of facts and data teaches him to anchor himself in reality, granting resistance to even the most potent illusions. At 5th level, an empiricist always add his inspiration die against illusion spell or effects. This ability replaces investigator talent.