STEEL HOUND Investigator Level	•	EXTRACTS	<u> </u>
ALCHEMY			
Extract Extracts Rase 4.8.	1		
Save DC per day Extracts + Extracts			
1 7777	2		
2			
3			
4		000	
5		000	
6			
Extract Save DC = 10 + INT + Extract Level INSPIRATION			
INSPIRATION Investigator Misc			
PER DAY Level			
= (÷ 2) + INT +			
Inspiration OOO OOO	3		
Add 1d6 to any skill check 1pt Including skill checks on which you take 10 or 20			
Add 1d6 to Knowledge, Linguistics, or Spellcraft Opt			
Provided you have one rank in the skill			
Add 1d6 to one attack roll 2pt Add 1d6 to one saving throw 2pt			
Add 1d6 to one saving throw 2pt Level Inspiration bonus is now 2d6	4		
20 Apply the Inspiration bonus to any skill check.			
TRAPS Investigator Perception Level			
Locate traps = + (÷ 2))		
Disable Investigator	5		
Disable traps Device Level + (÷ 2)			
TRAP Investigator SENSE Level			
3 = ÷ 3 (Round down)			
Bonus to reflex saves and AC against traps.	6		
PACKING HEAT			
Gain both Amateur Gunslinger and Gunsmithing feats as Level bonus feats.			
2 Gain a battered firearm identical to the one gained by the Gunslinger.			
Level Talented Shot: May select a Gunslinger deed in the place of	X	NVESTIGATOR TALENTS	,
an Investigator talent, as a Gunslinger of Investigator level -4. POISON RESISTANCE	,		
Level			
2 +2 to all saving throws against poison			
5 +4 to all saving throws against poison 8 +6 to all saving throws against poison			
11 Immune to all poisons			
KEEN RECOLLECTION			
Level Attempt any knowledge skill check untrained.			
STUDIED COMBAT			
Study foe as a move action to increase attack and damage.			
INSIGHT Investigator BONUS Level			
= ÷ 2			
(Round down) Level To study the same foe within 24 hours, spend 1 inspiration.			
4 STUDIED Investigator			
STRIKE Level			
$ d6 = (\div 2) - 1_{(Round down)} $			
This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.			