STEEL HOUND Nivel de Investigador	K		EXTRACTOS	,
ALQUIMIA	<u>.</u>			
CD Salv Extractos = Extractos + 50 CT	1			
de Extractos al dia Base \(\begin{array}{cccccccccccccccccccccccccccccccccccc				
1 7777				
2				
3				
4				
5	2			
CD Salv de Extractos = 10 + INT + Nivel del Extracto				
INSPIRATION				
INSPIRATION Nivel de Misc				
PER DAY Investigador				
= (
Inspiration DDD DDD today	3			
			000	
Add 1d6 to any skill check 1pt Including skill checks on which you take 10 or 20			000	
Add 1d6 to Knowledge, Linguistics or Spellcraft Opt				
Provided you have one rank in the skill Add 1d6 to one attack roll 2pt			000	
Add 1d6 to one saving throw 2pt				
Nivel Inspiration bonus is now 2d6	4			
20 Apply the Inspiration bonus to any skill check.				
TRAMPAS Nivel de				
Percepción Investigador				
Locate traps $= + (\div 2)$			000	
Inutilizar Nivel de Mecanismo Investigador	5			
Disable traps $= + (\div 2)$				
TRAP Nivel de				
Nivel Investigador			000	
3 = ÷ 3 (Redondear abajo)		000	000	
Bonus to reflex saves and AC against traps.	6			
PACKING HEAT Gain both Amateur Gunslinger and Gunsmithing feats as				
Nivel bonus feats.				
2 Gain a battered firearm identical to the one gained by the Gunslinger.				
Nivel Talented Shot: May select a Gunslinger deed in the place of 11 an Investigator talent, as a Gunslinger of Investigator level -4.	``	INV	ESTIGATOR TALENTS	*
RESISTENCIA A VENENOS	(
Nivel				
 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 Inmune a todos los venenos KEEN RECOLLECTION	1			
Nivel)			
3 Attempt any knowledge skill check untrained.				
STUDIED COMBAT				
Study foe as a move action to increase attack and damage. INSIGHT Nivel de BONUS Investigador				
= ÷ 2 (Redondear abajo))			
Nivel To study the same foe within 24 hours, spend 1 inspiration.				
STUDIED Nivel de STRIKE Investigador				
d6 = (÷ 2) - 1 (Redondear abajo))			
This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.				