

STEEL HOUND

Investigator
Level

ALCHEMY

Extract Save DC		Extracts per day	=	Base Extracts	+	INT	INT - 4	INT - 8	INT - 12
	1								
	2								
	3								
	4								
	5								
	6								

Extract Save DC = 10 + INT + Extract Level

INSPIRATION

INSPIRATION
PER DAY

Investigator
Level

Inne

= (÷ 2) + INT +

Inspiration today

Add 1d6 to any skill check
Including skill checks on which you take 10 or 20 **1pt**

+k6 do Wiedzy, Języków lub Czarostwa
Provided you have one rank in the skill **0pt**

Add 1d6 to one attack roll **2pt**

Add 1d6 to one saving throw **2pt**

Poziom Inspiration bonus is now 2d6

20 Apply the Inspiration bonus to any skill check.

PULAPKI

Percepcja

Investigator
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Wyszukiwanie Pułapek = + (÷ 2)

Unieszkodliwianie Mechanizmów

Investigator
Level

Unieszkodliwianie Pułapek = + (÷ 2)

TRAP
SENSE

Investigator
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Poziom **3** = ÷ 3 (Zaokrąglane w dół)

Bonus to reflex saves and AC against traps.

PACKING HEAT

Poziom Gain both Amateur Gunslinger and Gunsmithing feats as bonus feats.

2 Gain a battered firearm identical to the one gained by the Gunslinger.

Poziom Talented Shot: May select a Gunslinger deed in the place of an Investigator talent, as a Gunslinger of Investigator level -4.

POISON RESISTANCE

Poziom

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 Odporny na wszystkie trucizny

KEEN RECOLLECTION

Poziom

3 Attempt any knowledge skill check untrained.

STUDIED COMBAT

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

INSIGHT
BONUS

Investigator
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= ÷ 2 (Zaokrąglane w dół)

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

4 STUDIED STRIKE 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