STEEL HOUND Investigator Level	X		EXTRACTS	*
ALCHEMY	<u>i</u> 1			
Extract Extracts = Base + $\frac{4}{5}$ $\frac{6}{5}$ $\frac{7}{1}$	1			
Save DC per day Extracts Extracts				
1				
2				
3 0000				
4				
5	2			
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	4			
Level Inspiration bonus is now 2d6 20 Apply the Inspiration bonus to any skill check.				
TRAPS				
Investigator Perception Level				
Locate traps = + (÷ 2)				
Disable Investigator	5			
Device Level				
Disable traps $= + (\div 2)$				
TRAP Investigator SENSE Level				
Level				
Bonus to reflex saves and AC against traps. (Round down)	6			
PACKING HEAT	1			
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				
11 an Investigator talent, as a Gunslinger of Investigator level -4.	*	IN	IVESTIGATOR TALENTS	#
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.	•			
3				
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.				
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.				