

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

Misc

$$\boxed{} = \left(\boxed{} \div 2 \right) + \text{INT} + \boxed{}$$

Inspiration
today

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

Add 1d6 to Knowledge, Linguistics, or Spellcraft
Provided you have one rank in the skill **0pt**

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

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

Level Inspiration bonus is now 2d6

20 Apply the Inspiration bonus to any skill check.

TRAPS

Locate traps $\boxed{} = \frac{\text{Perception}}{\text{Investigator Level}} + \left(\frac{\text{Disable Device}}{\text{Investigator Level}} \div 2 \right)$

Disable traps $\boxed{} = \frac{\text{Disable Device}}{\text{Investigator Level}} + \left(\frac{\text{Perception}}{\text{Investigator Level}} \div 2 \right)$

TRAP
SENSE

Investigator
Level

Level **3** $\boxed{} = \frac{}{} \div 3$ (Round down)

Bonus to reflex saves and AC against traps.

PACKING HEAT

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

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

Level **11** Talented Shot: May select a Gunslinger deed in the place of 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 **3** Attempt any knowledge skill check untrained.

STUDIED COMBAT

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

INSIGHT
BONUS

Investigator
Level

$$\boxed{} = \frac{}{} \div 2$$
 (Round down)

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

4 STUDIED STRIKE

Investigator
Level

$$\boxed{} \text{ d6} = \left(\frac{}{} \div 2 \right) - 1$$
 (Round down)

This damage bonus is not multiplied by critical hits.
You must be able to see your target clearly.

EXTRACTS

1

$\frac{}{}$

2

$\frac{}{}$

3

$\frac{}{}$

4

$\frac{}{}$

5

$\frac{}{}$

6

$\frac{}{}$

INVESTIGATOR TALENTS