STEEL HOUND Investigator Level	*	EXT	TRACTS	*
ALCHEMY				
Extract Extracts = Base + $\frac{4}{2}$ $\frac{6}{2}$	1			
Save DC per day Extracts				
1 7777				
2				
3 0000				
4 - 7770			000	
5	2			
6				
Extract Save DC = 10 + INT + Extract Level INSPIRATION			000	
INSPIRATION Investigator Inne				
PER DAY Level				
= (÷ 2) + INT +				
Inspiration CC	3			
Add 1d6 to any skill check 1pt Including skill checks on which you take 10 or 20				
+k6 do Wiedzy, Języków lub Czarostwa Opt				
Provided you have one rank in the skill				
Add 1d6 to one attack roll 2pt				
Add 1d6 to one saving throw 2pt	4			
Poziom Inspiration bonus is now 2d6 20 Apply the Inspiration bonus to any skill check.				
PUŁAPKI *				
Investigator Percepcja Level				
Wyszukiwanie Pułapek = + (÷ 2)				
Unieszkodliwianie Investigator	5			
Mechanizmów Level				
Unieszkodliwianie Pułapek + (÷ 2)				
TRAP Investigator SENSE Level				
Poziom				
3	6			
PACKING HEAT				
Gain both Amateur Gunslinger and Gunsmithing feats as				
Poziom bonus feats. 2 Gain a battered firearm identical to the one gained by				
the Gunslinger. PoziomTalented Shot: May select a Gunslinger deed in the place of				
an Investigator talent, as a Gunslinger of Investigator level -4.	`*	INVESTIGA	TOR TALENTS	#
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				
STUDIED COMBAT Study foe as a move action to increase attack and damage.				
INSIGHT Investigator BONUS Level				
= ÷ 2 (Zaokrąglane w dół)				
Poziom To study the same foe within 24 hours, spend 1 inspiration.				
STUDIED Investigator STRIKE Level				
$ k6 = (\div 2) - 1_{(Zaokrąglane w dół)} $				
This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.				