| STEEL HOUND Ermittler Stufe   | • |                      | EXTRACTS | <u> </u> |
|---|---|----------------------|----------|----------|
| ALCHEMY ,   |   |                      |          |          |
| Extract Extrakte Base + + 80 22   | 1 |                      |          |          |
| Save DC pro Tag Extracts Z Z Z Z  |   |                      |          |          |
| 1 7777  |   |                      |          |          |
| 2   |   |                      |          |          |
| 3 0000  | 2 |                      |          |          |
| 4   |   |                      |          |          |
| 5   |   |                      |          |          |
| 6 Control Court DO 100 t INT t State of Lovel   |   |                      |          |          |
| Extract Save DC = 10 + INT + Extract Level  INSPIRATION   |   |                      |          |          |
| INSPIRATION Ermittler Sonstiges   |   |                      |          |          |
| PRO TAG Stufe   |   |                      |          |          |
| = (   |   |                      | 000      |          |
| Inspiration DDD DDD today DDD DDDD  | 3 |                      |          |          |
|   | t |                      |          |          |
| 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                              |   |                      |          |          |
| Add 1d6 to one attack roll 2pt Add 1d6 to one saving throw 2pt  |   |                      |          |          |
| Stufe Inspiration bonus is now 2d6  | 4 |                      |          |          |
| 20 Apply the Inspiration bonus to any skill check.  |   |                      |          |          |
| FALLENKUNDE Frmittler   |   |                      |          |          |
| Wahrnehmung Stufe   |   |                      |          |          |
| Locate traps $=$ + $(\div 2)$   |   |                      |          |          |
| Mechanism. Ermittler<br>ausschalten Stufe   | 5 |                      |          |          |
| Disable traps $= +(\div 2)$   |   |                      |          |          |
| TRAP Ermittler  |   |                      |          |          |
| SENSE Stufe   | _ |                      |          |          |
| 3 = ÷ 3 (abrunden)  |   |                      |          |          |
| Bonus to reflex saves and AC against traps.   | 6 |                      |          |          |
| PACKING HEAT  |   |                      |          |          |
| Gain both Amateur Gunslinger and Gunsmithing feats as<br>Stufe bonus feats.                           |   |                      |          |          |
| 2 Gain a battered firearm identical to the one gained by<br>the Gunslinger.                           |   |                      |          |          |
| Stufe Talented Shot: May select a Gunslinger deed in the place of                                     | × | INVESTIGATOR TALENTS |          | *        |
| an Investigator talent, as a Gunslinger of Investigator level -4.  POISON RESISTANCE                  |   |                      |          |          |
| Stufe   |   |                      |          |          |
| 2 +2 to all saving throws against poison  |   |                      |          |          |
| 5 +4 to all saving throws against poison<br>8 +6 to all saving throws against poison                  |   |                      |          |          |
| 11 Immun gegen jedes Gift   |   |                      |          |          |
| KEEN RECOLLECTION   |   |                      |          |          |
| Stufe  3 Attempt any knowledge skill check untrained.   |   |                      |          |          |
| STUDIED COMBAT  |   |                      |          |          |
| Study foe as a move action to increase attack and damage.   |   |                      |          |          |
| INSIGHT Ermittler BONUS Stufe   |   |                      |          |          |
| = ÷ 2   |   |                      |          |          |
| Stufe To study the same foe within 24 hours, spend 1 inspiration.                                     |   |                      |          |          |
| 4 STUDIED Ermittler   |   |                      |          |          |
| STRIKE Stufe  |   |                      |          |          |
| $ W6 = ( \div 2 ) - 1 $ (abrunden)  |   |                      |          |          |
| This damage bonus is not multiplied by critical hits.<br>You must be able to see your target clearly. |   |                      |          |          |