

STEEL HOUND

Investigator
Level

ALCHEMY

Extract
Save DC

Extracts
per day

=

Base
Extracts

+

INT - 4
INT - 8
INT - 12

1
2
3
4
5
6

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.

PUŁAPKI

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 (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

Investigator
Level

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