| STEEL HOUND Investigator Level | R | | EXTRACTS | , |
|---|---------------|-----|-------------------|---|
| ALCHEMY | <u>i</u> ' | | | |
| Extract Extracts Base # 8 2 | 1 | | | |
| Save DC per day Extracts Extracts | | | | |
| 1 7777 | | | | |
| 2 | | | | |
| 3 0000 | | | 000 | |
| 4 | | | | |
| 5 | 2 | | | |
| 6 dd dd | | | | |
| Extract Save DC = 10 + INT + Extract Level INSPIRATION | | | | |
| INSPIRATION Investigator Misc | | | | |
| PER DAY Level | | | 000 | |
| = (| | | | |
| Inspiration DDD DDD today | 3 | | | |
| | | | | |
| 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 | | | 000 | |
| Provided you have one rank in the skill Add 1d6 to one attack roll 2pt | | | 000 | |
| Add 1d6 to one saving throw 2pt | | | 000 | |
| Level Inspiration bonus is now 2d6 | 4 | | 000 | |
| 20 Apply the Inspiration bonus to any skill check. | | | 000 | |
| TRAPS Investigator | | | 000 | |
| Perception Level | | | | |
| Locate traps $=$ + (\div 2) | | | | |
| Disable Investigator Device Level | 5 | | | |
| Disable traps = + (÷ 2) | | | | |
| TRAP Investigator | | | | |
| SENSE Level | | | | |
| 3 = ÷ 3 (Round down) | | | | |
| Bonus to reflex saves and AC against traps. | 6 | | | |
| PACKING HEAT | | | | |
| 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. | × | INV | ESTIGATOR TALENTS | * |
| POISON RESISTANCE | 1 | | | |
| Level |) | | | |
| 2 +2 to all saving throws against poison 5 +4 to all saving throws against poison | | | | |
| 5 +4 to all saving throws against poison8 +6 to all saving throws against poison | | | | |
| 11 Immune to all poisons | , | | | |
| Level | | | | |
| 3 Attempt any knowledge skill check untrained. | | | | |
| 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. | | | | |
| 4 STUDIED Investigator STRIKE Level | | | | |
| d6 = (÷ 2) - 1 _(Round down) | | | | |
| This damage bonus is not multiplied by critical hits. You must be able to see your target clearly. | | | | |