

# STEEL HOUND

Nível do Investigador

## ALCHEMY

Teste de extrair CD

Extrair por dia

Base  
Extracts

+

INT -4  
INT -8  
INT -12

	1					
	2					
	3					
	4					
	5					
	6					

Extract Save DC = 10 + INT + Extract Level

## INSPIRATION

INSPIRATION Nível do Investigador  
PER DAY

Outros

= (  ÷ 2 ) + INT +

Inspiration today

Add 1d6 to any skill check

1pt

Including skill checks on which you take 10 or 20

Adiciona 1d6 para Conhecimento, Linguística e Arte da Magia

Provided you have one rank in the skill

Adiciona 1d6 na rolagem de ataque

2pt

Add 1d6 to one saving throw

2pt

Nível Inspiration bonus is now 2d6

20 Apply the Inspiration bonus to any skill check.

## ARMADILHAS

Nível do Investigador

Percepção

Locate traps  =  + (  ÷ 2 )

Desabilitar Dispositivos Nível do Investigador

Desabilitar armadilhas =  + (  ÷ 2 )

TRAP  
SENSE

Nível do Investigador

Nível  =  ÷ 3 (Arredonda para Baixo)

Bonus to reflex saves and AC against traps.

## PACKING HEAT

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

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

Nível 11 Talented Shot: May select a Gunslinger deed in the place of an Investigator talent, as a Gunslinger of Investigator level -4.

## POISON RESISTANCE

Nível

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 Imune a todos os venenos

## KEEN RECOLLECTION

Nível

3 Attempt any knowledge skill check untrained.

## STUDIED COMBAT

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

INSIGHT Nível do Investigador  
BONUS

=  ÷ 2 (Arredonda para Baixo)

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

4 STUDIED Nível do Investigador  
STRIKE

d6 = (  ÷ 2 ) - 1 (Arredonda para Baixo)

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

## EXTRAIR

1

2

3

4

5

6

## INVESTIGATOR TALENTS