STEEL HOUND СЛЕДОВАТЕЛЯ Уровень	*	EXT	RACTS	#
эровень 1				
Extract Extracts Base 7 8 5	1			
Save DC per day Extracts + \frac{1}{2} \frac{1}{2} \frac{1}{2} \frac{1}{2} \frac{1}{2}				
1 7777				
2				
3				
4			000	Т
5	2			
6				
Extract Save DC = 10 + INT + Extract Level INSPIRATION				
INSPIRATION  INSPIRATION Следователя Прочее	555			
РЕК DAY Уровень				
= ( ÷ 2) + UHT +				
Inspiration OOO OOO	2			
today	3			
Add 1d6 to any skill check Including skill checks on which you take 10 or 20				
Add 1d6 to Knowledge, Linguistics or Spellcraft Opt				
Provided you have one rank in the skill				
Add 1d6 to one attack roll 204				
Add 1d6 to one saving throw 2ou	4			_
Уровены Inspiration bonus is now 2d6 20 Apply the Inspiration bonus to any skill check.				_
ловушки 🗾				
Следователя Восприятие Уровень				_
Locate traps $= + ( \div 2)$				_
Вывод устройствСледователя	5			
из строя Уровень				
Disable traps $=$ + $(\div 2)$				
ПОИСК Следователя ЛОВУШЕК Уровень				
Уровень				
3 = ÷ 3 <sub>(Округлять к меньшему)</sub> Bonus to reflex saves and AC against traps.	6			
PACKING HEAT				_
Gain both Amateur Gunslinger and Gunsmithing feats as				_
Уровеньbonus feats.  2 Gain a battered firearm identical to the one gained by				_
the Gunslinger.  Уровень Talented Shot: May select a Gunslinger deed in the place of				
11 an Investigator talent, as a Gunslinger of Investigator level -4.	*	INVESTIGA	TOR TALENTS	1
POISON RESISTANCE				_
Уровень 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 Иммунитет ко всем ядам				
KEEN RECOLLECTION				
Уровень Attempt any knowledge skill check untrained.				
3				
STUDIED COMBAT  Study foe as a move action to increase attack and damage.				
INSIGHT Следователя BONUS Уровень				
= ÷ 2 <sub>(Округлять к меньшему)</sub>				_
Уровень To study the same foe within 24 hours, spend 1 inspiration.				
STUDIED Следователя STRIKE Уровень				
$ d6 = ( \div 2 - 1 $ $ (0 \text{ Круглять к меньшему}) $				
This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.				