STEEL HOUND

Investigator Level ☐

ALCHEMY

Extract Save DC		Extracts per day	=	Base Extracts	+	INT	INT - 4	INT - 8	INT - 12
	1								
	2								
	3								
	4								
	5								
	6								

Extract Save DC = 10 + INT + Extract Level

INSPIRATION

INSPIRATION PER DAY

☐ = (Investigator Level ÷ 2) + **INT** + Misc

Inspiration today ☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐

Add 1d6 to any skill check — **1pt**
Including skill checks on which you take 10 or 20

Add 1d6 to Knowledge, Linguistics or Spellcraft — **0pt**
Provided you have one rank in the skill

Add 1d6 to one attack roll — **2pt**

Add 1d6 to one saving throw — **2pt**

Level 20 Inspiration bonus is now 2d6
Apply the Inspiration bonus to any skill check.

TRAPS

Locate traps ☐ = Perception _____ + (Investigator Level _____ ÷ 2)

Disable traps ☐ = Disable Device _____ + (Investigator Level _____ ÷ 2)

Level 3 **TRAP SENSE** ☐ = Investigator Level _____ ÷ 3 (Naar beneden afgerond)
Bonus to reflex saves and AC against traps.

PACKING HEAT

Level 2 Gain both Amateur Gunslinger and Gunsmithing feats as bonus feats.
Gain a battered firearm identical to the one gained by the Gunslinger.

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

POISON RESISTANCE

Level
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 Immune to all poisons

KEEN RECOLLECTION

Level 3 Attempt any knowledge skill check untrained.

STUDIED COMBAT

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

INSIGHT BONUS ☐ = Investigator Level _____ ÷ 2 (Naar beneden afgerond)

Level 4 To study the same foe within 24 hours, spend 1 inspiration.

STUDIED STRIKE ☐ d6 = (Investigator Level _____ ÷ 2) - 1 (Naar beneden afgerond)

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

EXTRACTS

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INVESTIGATOR TALENTS