

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

Misc

= (÷ 2) + INT +

Inspiration today

Add 1d6 to any skill check

Including skill checks on which you take 10 or 20

1pt

Add 1d6 to Knowledge, Linguistics or Spellcraft

Provided you have one rank in the skill

0pt

Add 1d6 to one attack roll

2pt

Add 1d6 to one saving throw

2pt

Level Inspiration bonus is now 2d6

20 Apply the Inspiration bonus to any skill check.

TRAPS

Perception

Investigator
Level

Locate traps = + (÷ 2)

Disable
Device

Investigator
Level

Disable traps = + (÷ 2)

TRAP
SENSE

Investigator
Level

Level = ÷ 3 (Round down)

Bonus to reflex saves and AC against traps.

PACKING HEAT

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

2 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 (Round down)

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

4 STUDIED STRIKE Investigator Level

d6 = (÷ 2) - 1 (Round down)

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