STEEL HOUND Investigator Level	*		EXTRACTS	
ALCHEMY				
Extract Extracts Base + $4 \times ^{2}$	1			
Save DC per day Extracts				
1				
2	2			
3				
4				
5 000				
Extract Save DC = 10 + INT + Extract Level				
INSPIRATION				
INSPIRATION Investigator Misc				
Level			000	
Inspiration 000 000 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 Provided you have one rank in the skill Opt				
Add 1d6 to one attack roll 2pt				
Add 1d6 to one saving throw 2pt				
Level Inspiration bonus is now 2d6	4			
20 Apply the Inspiration bonus to any skill check. TRAPS				
Investigator				
Perception Level				
Locate traps = + (÷ 2)				
Disable Investigator Device Level	5			
Disable traps = + (÷ 2)				
TRAP Investigator SENSE Level				
Level				
3	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.		INVESTIGATOR TALENTS		
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				
Attempt any knowledge skill check untrained.				
STUDIED COMBAT				
Study foe as a move action to increase attack and damage.				
INSIGHT Investigator BONUS Level				
_ ÷ 2				
Level To study the same foe within 24 hours, spend 1 inspiration.				
4 STUDIED Investigator				
STRIKE Level				
$ d6 = (\div 2) - 1 $ (Naar beneden afgerond)				
This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.				