STEEL HOUND Ermittler Stufe	×		EXTRACTS	
ALCHEMY				
Extract Extrakte Base + + ** ** **	1			
Save DC pro Tag Extracts				
1 7777				
2				
3 0000	2		000	
4			000	
5 - 777				
6			000	
Extract Save DC = 10 + INT + Extract Level  INSPIRATION				
INSPIRATION Ermittler Sonstiges				
PRO TAG Stufe			000	
= (			000	
Inspiration DDD DDD today	3		000	
Add 1d6 to any skill check 1pt 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 2pt				
Add 1d6 to one attack roll 2pt Add 1d6 to one saving throw 2pt		000		
Stufe Inspiration bonus is now 2d6	4			
20 Apply the Inspiration bonus to any skill check.				
FALLENKUNDE Frmittler				
Wahrnehmung Stufe				
Locate traps = + ( ÷ 2)			000	
Mechanism. Ermittler ausschalten Stufe	5			
Disable traps = + ( ÷ 2)				
TRAP Ermittler				
SENSE Stufe				
$=\div 3$ (abrunden)				
Bonus to reflex saves and AC against traps.	6			
PACKING HEAT				
Gain both Amateur Gunslinger and Gunsmithing feats as Stufe bonus feats.				
2 Gain a battered firearm identical to the one gained by the Gunslinger.				
Stufe Talented Shot: May select a Gunslinger deed in the place of	×		NVESTIGATOR TALENTS	*
an Investigator talent, as a Gunslinger of Investigator level -4.  POISON RESISTANCE				
Stufe Stufe				
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 Immun gegen jedes Gift				
KEEN RECOLLECTION				
Stufe  3 Attempt any knowledge skill check untrained.				
STUDIED COMBAT				
Study foe as a move action to increase attack and damage.				
INSIGHT Ermittler BONUS Stufe				
= ÷ 2				
(abrunden) Stufe To study the same foe within 24 hours, spend 1 inspiration.				
4 STUDIED Ermittler				
STRIKE Stufe				
$ W6 = ( \div 2) - 1 $ (abrunden)				
This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.				