STEEL HOUND Nivel de Investigador	•	EXTRACTOS	x
ALQUIMIA			
CD Salv Extractos Extractos . → ∞ □	1		
de Extractos al dia Base \(\begin{array}{c cccc} & & & & & & & & & & & & & & & & &			
1 - 7777			
2			
3 7000			
4			
5	2		
6			
CD Salv de Extractos = 10 + INT + Nivel del Extracto INSPIRATION			
INSPIRATION Nivel de Misc			
PER DAY Investigador			
= (÷ 2) + INT +		000	
Inspiration DD DD today	3		
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 saving throw 2pt			
Nivel Inspiration bonus is now 2d6	4		
20 Apply the Inspiration bonus to any skill check.			
TRAMPAS			
Nivel de Percepción Investigador			
Locate traps $= + (\div 2)$			
Inutilizar Nivel de	5		
Mecanismo Investigador = + (÷ 2)			
TRAP Nivel de			
Nivel SENSE Investigador			
3 = ÷ 3 (Redondear abajo)			
Bonus to reflex saves and AC against traps.	6		
PACKING HEAT			
Gain both Amateur Gunslinger and Gunsmithing feats as Nivel bonus feats.			
2 Gain a battered firearm identical to the one gained by the Gunslinger.			
Nivel Talented Shot: May select a Gunslinger deed in the place of	×	ESTIGATOR TALENTS	,
an Investigator talent, as a Gunslinger of Investigator level -4. RESISTENCIA A VENENOS	,		
Nivel	1		
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 Inmune a todos los venenos			
KEEN RECOLLECTION	I		
Nivel Attempt any knowledge skill check untrained.			
STUDIED COMBAT			
Study foe as a move action to increase attack and damage. INSIGHT Nivel de BONUS Investigador			
= ÷ 2 (Redondear abajo)			
Nivel To study the same foe within 24 hours, spend 1 inspiration.			
STUDIED Nivel de STRIKE Investigador			
$d6 = (\div 2) - 1_{\text{(Redondear abajo)}}$			
This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.			