

# 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

Misc

$$\boxed{\phantom{00}} = \left( \boxed{\phantom{00}} \div 2 \right) + \text{INT} + \boxed{\phantom{00}}$$

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

Locate traps  $\boxed{\phantom{00}} = \frac{\text{Perception}}{\text{Investigator Level}} + \left( \frac{\text{Disable Device}}{\text{Investigator Level}} \div 2 \right)$

Disable traps  $\boxed{\phantom{00}} = \frac{\text{Disable Device}}{\text{Investigator Level}} + \left( \frac{\text{Perception}}{\text{Investigator Level}} \div 2 \right)$

TRAP  
SENSE

Investigator  
Level

Level **3**  $\boxed{\phantom{00}} = \frac{\text{Trap Sense}}{\text{Investigator Level}} \div 3$  (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

$$\boxed{\phantom{00}} = \frac{\text{Insight Bonus}}{\text{Investigator Level}} \div 2$$
 (Round down)

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

**4** STUDIED STRIKE

Investigator  
Level

$$\boxed{\phantom{00}} \text{ d6} = \left( \frac{\text{Studied Strike}}{\text{Investigator Level}} \div 2 \right) - 1$$
 (Round down)

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