STEEL HOUND Investigator Level	T.	EXTRACTS	,
ALCHEMY	<u>i</u> 1		
Extract Extracts Base # 8 2	1		
Save DC per day Extracts + Save DC			
1 7777			
2			
3 0000		000	
4			
5	2		
6 dd dd			
Extract Save DC = 10 + INT + Extract Level INSPIRATION			
INSPIRATION Investigator Misc			
PER DAY Level			
= (000	
Inspiration DDD DDD today	3	000	
		000	
Add 1d6 to any skill check 1pt Including skill checks on which you take 10 or 20		000	
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		000	
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	_		
3 = ÷ 3 _(Naar beneden afgerond)			
Bonus to reflex saves and AC against traps.	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	*	/ESTIGATOR TALENTS	*
an Investigator talent, as a Gunslinger of Investigator level -4. POISON RESISTANCE	1		
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 _(Naar beneden afgerond))		
Level To study the same foe within 24 hours, spend 1 inspiration.	·		
STUDIED Investigator STRIKE Level			
d6 = (÷ 2) - 1 (Naar beneden afgerond))		
This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.			