STEEL HOUND Investigator Level	K		EXTRACTS	,
ALCHEMY	<u>i</u> 1			
Extract Extracts Base # 8 2	1			
Save DC per day Extracts + Extracts + Extracts				
1 7777				
2				
3			000	
4				
5	2		000	
Extract Save DC = 10 + INT + Extract Level			000	
INSPIRATION				
INSPIRATION Investigator Misc				
PER DAY Level			000	
= (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			000	
Provided you have one rank in the skill Add 1d6 to one attack roll 2nt			000	
Add 1d6 to one attack roll 2pt Add 1d6 to one saving throw 2pt			000	
Level Inspiration bonus is now 2d6	4		000	
20 Apply the Inspiration bonus to any skill check.				
TRAPS Investigator				
Perception Level				
Locate traps $=$ + $(\div 2)$				
Disable Investigator Device Level	5			
Disable traps = + (÷ 2)				
TRAP Investigator				
SENSE Level				
3 = ÷ 3 (Round down)				
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 11 an Investigator talent, as a Gunslinger of Investigator level -4.	×	INV	ESTIGATOR TALENTS	×
POISON RESISTANCE	1			
Level				
2 +2 to all saving throws against poison				
5 +4 to all saving throws against poison8 +6 to all saving throws against poison				
11 Immune to all poisons	. ——			
KEEN RECOLLECTION				
Level 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.				
STRIKE Level				
You must be able to see your target clearly.				