

# STEEL HOUND

Investigator  
Level

## ALCHEMY

Extract  
Save DC

Extracts  
per day

=

Base  
Extracts

+

INT - 4  
INT - 8  
INT - 12

1
2
3
4
5
6

1

2

3

4

5

6




Extract Save DC = 10 + INT + Extract Level

## INSPIRATION

INSPIRATION  
PER DAY

Investigator  
Level

Прочее

= (  ÷ 2 ) + INT +

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

Уровень Inspiration bonus is now 2d6

20 Apply the Inspiration bonus to any skill check.

## TRAPS

Восприятие

Investigator  
Level

Locate traps  =  + (  ÷ 2 )

Disable  
Device

Investigator  
Level

Disable traps  =  + (  ÷ 2 )

TRAP  
SENSE

Investigator  
Level

Уровень  =  ÷ 3 (Округлять к меньшему)

Bonus to reflex saves and AC against traps.

## PACKING HEAT

Gain both Amateur Gunslinger and Gunsmithing feats as bonus feats.

Уровень

2 Gain a battered firearm identical to the one gained by the Gunslinger.

Уровень Talented Shot: May select a Gunslinger deed in the place of an Investigator talent, as a Gunslinger of Investigator level -4.

11

## POISON RESISTANCE

Уровень

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

Уровень

3 Attempt any knowledge skill check untrained.

## STUDIED COMBAT

Study foe as a move action to increase attack and damage.

INSIGHT  
BONUS

Investigator  
Level

=  ÷ 2 (Округлять к меньшему)

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

4 STUDIED STRIKE Investigator Level

d6 = (  ÷ 2 ) - 1 (Округлять к меньшему)

This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.

## EXTRACTS

1


2


3


4


5


6


## INVESTIGATOR TALENTS