

# STEEL HOUND

Investigator  
Level

## ALCHEMY

Extract Save DC		Extracts per day	=	Base Extracts	+	IN	IN - 4	IN - 8	IN - 12
	1								
	2								
	3								
	4								
	5								
	6								

Extract Save DC = 10 + INT + Extract Level

## INSPIRATION

INSPIRATION  
PER DAY

Investigator  
Level

Sonst.

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

Inspiration  
today

Add 1d6 to any skill check 1pt  
Including skill checks on which you take 10 or 20

Add 1d6 to Knowledge, Linguistics or Spellcraft 0pt  
Provided you have one rank in the skill

Add 1d6 to one attack roll 2pt

Add 1d6 to one saving throw 2pt

Stufe Inspiration bonus is now 2d6

**20** Apply the Inspiration bonus to any skill check.

## FALLENKUNDE

Locate traps  $\boxed{\phantom{00}} = \boxed{\phantom{00}} + \left( \boxed{\phantom{00}} \div 2 \right)$

Wahrnehmung      Investigator  
Level

Disable traps  $\boxed{\phantom{00}} = \boxed{\phantom{00}} + \left( \boxed{\phantom{00}} \div 2 \right)$

Mechanism.  
ausschalten      Investigator  
Level

**TRAP SENSE**      Investigator  
Level

Stufe **3**  $\boxed{\phantom{00}} = \boxed{\phantom{00}} \div 3$  (abrunden)

Bonus to reflex saves and AC against traps.

## PACKING HEAT

Stufe Gain both Amateur Gunslinger and Gunsmithing feats as bonus feats.

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

Stufe **11** Talented Shot: May select a Gunslinger deed in the place of an Investigator talent, as a Gunslinger of Investigator level -4.

## POISON RESISTANCE

- Stufe
- 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** Immun gegen jedes Gift

## KEEN RECOLLECTION

Stufe **3** Attempt any knowledge skill check untrained.

## STUDIED COMBAT

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

**INSIGHT BONUS**      Investigator  
Level

$$\boxed{\phantom{00}} = \boxed{\phantom{00}} \div 2 \quad (\text{abrunden})$$

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

**4 STUDIED STRIKE**      Investigator  
Level

$$\boxed{\phantom{00}} \text{ W6} = \left( \boxed{\phantom{00}} \div 2 \right) - 1 \quad (\text{abrunden})$$

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

## EXTRACTS

1

$\boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}}$

2

$\boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}}$

3

$\boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}}$

4

$\boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}}$

5

$\boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}}$

6

$\boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}} \boxed{\phantom{00}}$

## INVESTIGATOR TALENTS