

STEEL HOUND

Nivel de Investigador

ALQUIMIA

CD Salv de Extractos

Extractos al día

= Extractos Base +

INT - 4
INT - 8
INT - 12

1
2
3
4
5
6

1

2

3

4

5

6

CD Salv de Extractos = 10 + INT + Nivel del Extracto

INSPIRATION

INSPIRATION PER DAY

Nivel de Investigador

Misc

= (÷ 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**

Nivel Inspiration bonus is now 2d6

20 Apply the Inspiration bonus to any skill check.

TRAMPAS

Locate traps = + (÷ 2)

Percepción Nivel de Investigador

Disable traps = + (÷ 2)

Inutilizar Mecanismo Nivel de Investigador

TRAP SENSE

Nivel de Investigador

Nivel **3** = ÷ 3 (Redondear abajo)

Bonus to reflex saves and AC against traps.

PACKING HEAT

Nivel **2** Gain both Amateur Gunslinger and Gunsmithing feats as bonus feats.

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

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

RESISTENCIA A VENENOS

Nivel **2** +2 to all saving throws against poison

Nivel **5** +4 to all saving throws against poison

Nivel **8** +6 to all saving throws against poison

Nivel **11** Inmune a todos los venenos

KEEN RECOLLECTION

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

STUDIED COMBAT

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

INSIGHT BONUS

Nivel de Investigador

= ÷ 2 (Redondear abajo)

Nivel **4** To study the same foe within 24 hours, spend 1 inspiration.

STUDIED STRIKE

Nivel de Investigador

d6 = (÷ 2) - 1 (Redondear abajo)

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

EXTRACTOS

1

2

3

4

5

6

INVESTIGATOR TALENTS