

# STEEL HOUND

Investigator  
Level

## ALCHIMIA

CD TS  
Estratti

Estratti  
al giorno

=

Estratti  
base

+

INT - 4  
INT - 8  
INT - 12

1

2

3

4

5

6

CD Estratti = 10 + INT + Livello Estratto

## INSPIRATION

INSPIRATION  
PER DAY

Investigator  
Level

Altro

$$\boxed{\phantom{000}} = \left( \boxed{\phantom{000}} \div 2 \right) + \text{INT} + \text{Inspiration today}$$

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**

Livello Inspiration bonus is now 2d6

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

## TRAPPOLE

Percezione  
Investigator  
Level

Locate traps  $\boxed{\phantom{000}} = \boxed{\phantom{000}} + \left( \boxed{\phantom{000}} \div 2 \right)$

Disattivare  
Congegni  
Investigator  
Level

Disable traps  $\boxed{\phantom{000}} = \boxed{\phantom{000}} + \left( \boxed{\phantom{000}} \div 2 \right)$

TRAP  
SENSE

Investigator  
Level

Livello **3**  $\boxed{\phantom{000}} = \boxed{\phantom{000}} \div 3$  (per difetto)

Bonus to reflex saves and AC against traps.

## PACKING HEAT

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

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

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

## RESISTENZA al VELENO

Livello

**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 a tutti i veleni

## KEEN RECOLLECTION

Livello

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

## STUDIED COMBAT

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

INSIGHT  
BONUS

Investigator  
Level

$$\boxed{\phantom{000}} = \boxed{\phantom{000}} \div 2 \quad (\text{per difetto})$$

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

STUDIED  
STRIKE

Investigator  
Level

$$\boxed{\phantom{000}} \text{ d6} = \left( \boxed{\phantom{000}} \div 2 \right) - 1 \quad (\text{per difetto})$$

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

## ESTRATTI

1

0000  
0000  
0000  
0000

2

0000  
0000  
0000  
0000  
0000

3

0000  
0000  
0000  
0000  
0000

4

0000  
0000  
0000  
0000  
0000

5

0000  
0000  
0000  
0000  
0000

6

0000  
0000  
0000  
0000  
0000

## INVESTIGATOR TALENTS