

# 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

Inne

= (  ÷ 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

Poziom Inspiration bonus is now 2d6

20 Apply the Inspiration bonus to any skill check.

## PUŁAPKI

Percepcja

Investigator  
Level

Locate traps

=  + (  ÷ 2 )

Unieszkodliwianie  
Mechanizmów

Investigator  
Level

Disable traps

=  + (  ÷ 2 )

TRAP  
SENSE

Investigator  
Level

Poziom

3

=  ÷ 3 (Zaokrąglane w dół)

Bonus to reflex saves and AC against traps.

## PACKING HEAT

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

2

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

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

11

## POISON RESISTANCE

Poziom

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

Odporny na wszystkie trucizny

## KEEN RECOLLECTION

Poziom

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 (Zaokrąglane w dół)

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

4

STUDIED  
STRIKE

Investigator  
Level

k6 = (  ÷ 2 ) - 1 (Zaokrąglane w dół)

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