

# STEEL HOUND

Investigator  
Level

## ALCHEMY

Extract Save DC		Extracts per day	=	Base Extracts	+	INT	INT - 4	INT - 8	INT - 12
	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.

## 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  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