STE	EEL H	HOUND Nivel de Investigador	×	EXTRACTOS			
M		ALQUIMIA					
CD Sal	lv	Extractos = Extractos + $\frac{4}{2}$ $\frac{1}{2}$	1				
de Extrac	ctos	al día Base H					
	1						
	2						
	3						
	4						
	5		2				
	6						
CD Salv de Extractos = 10 + INT + Nivel del Extracto INSPIRATION							
INSPIRATION Nivel de Misc PER DAY Investigador							
	=(÷ 2) + INT +					
Add 1d6 to any skill check Inspiration today 100 100 100 100 100 100 100 100 100 10			3				
					·		
Provided you have one rank in the skill							
Add 1d6 to one attack roll 2pt Add 1d6 to one saving throw 2pt							
Add 1d6 to one saving throw Nivel Inspiration bonus is now 2d6 20 Apply the Inspiration bonus to any skill check. TRAMPAS Nivel de Investigador			4				
Locate traps = + (÷ 2)							
Inutilizar Nivel de			5				
Mecanismo Investigador Disable traps = + (÷ 2)							
	RAP ENSE	Nivel de Investigador					
3		= *3 (Redondear hacia abajo)					
Bonus to reflex saves and AC against traps.			6				
PACKING HEAT Gain both Amateur Gunslinger and Gunsmithing feats as Nivel bonus feats.							
2 Ga							
Nivel Talented Shot: May select a Gunslinger deed in the place of			T.		INVESTIGATOR T		
an Investigator talent, as a Gunslinger of Investigator level -4.					III V ZOTTOIT TO		
Nivel	RESI	STENCIA A VENENOS					
		ng throws against poison					
-		ng throws against poison ng throws against poison					
		os los venenos					
``	KEI	EN RECOLLECTION					
Nivel At	ttempt any k	knowledge skill check untrained.					
STUDIED COMBAT							
	Study foe as a move action to increase attack and damage. INSIGHT Nivel de Investigador						
Nivol To	(Redondear hacia abajo) To study the same foe within 24 hours, spend 1 inspiration.						
. –	STUDIED Nivel de						
٥.	STRIKE Investigador						
	d6	= (÷ 2) - 1 (Redondear hacia abajo)					
Th Yo	This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.						