STEEL HOUND Investigator Level	``		EXTRACTS	
ALCHEMY				
Extract Extracts Base # 8 2	1			
Save DC per day Extracts + Extracts				
1				
2				
3				
4				
5	2			
Extract Save DC = 10 + INT + Extract Level				
INSPIRATION				
INSPIRATION Investigator Inne				
PER DAY Level				
= (				
Inspiration 000 000 today	3			
Add 1d6 to any skill check 1pt Including skill checks on which you take 10 or 20				
+k6 do Wiedzy, Języków lub Czarostwa Opt				
Provided you have one rank in the skill  Add 1d6 to one attack roll  2pt				
Add 1d6 to one attack roll 2pt Add 1d6 to one saving throw 2pt				
Poziom Inspiration bonus is now 2d6	4			
20 Apply the Inspiration bonus to any skill check.				
PUŁAPKI Investigator				
Percepcja Level				
Locate traps = + ( ÷ 2)				
Unieszkodliwianie Investigator Mechanizmów Level	5			
Disable traps = + ( ÷ 2)				
TRAP Investigator				
SENSE Level				
3 = ÷ 3 (Zaokrąglane w dół)				
Bonus to reflex saves and AC against traps.	6			
PACKING HEAT				
Gain both Amateur Gunslinger and Gunsmithing feats as Poziom bonus feats.				
2 Gain a battered firearm identical to the one gained by the Gunslinger.				
PoziomTalented Shot: May select a Gunslinger deed in the place of  11 an Investigator talent, as a Gunslinger of Investigator level -4.	*	INVEST	IGATOR TALENTS	×
POISON RESISTANCE				
Poziom				
<ul> <li>2 +2 to all saving throws against poison</li> <li>5 +4 to all saving throws against poison</li> </ul>				
5 +4 to all saving throws against poison 8 +6 to all saving throws against poison				
11 Odporny na wszystkie trucizny				
KEEN RECOLLECTION				
3 Attempt any knowledge skill check untrained.				
STUDIED COMBAT				
Study foe as a move action to increase attack and damage.  INSIGHT Investigator BONUS Level				
= ÷ 2 (7cel/reglene w dál)				
Poziom To study the same foe within 24 hours, spend 1 inspiration.				
4 STUDIED Investigator STRIKE Level				
$ \begin{array}{c}                                   $				
You must be able to see your target clearly.				