STEEL HOUND Nivel de Investigador	` .	EXTRACTOS	<u> </u>
ALQUIMIA			
· · · · · · · · · · · · · · · · · · ·	1		
5	2		
6			
CD Salv de Extractos = 10 + INT + Nivel del Extracto  INSPIRATION			
INSPIRATION Nivel de Misc			
PER DAY Investigador			
= ( ÷ 2 ) + INT +			
Inspiration DD C	3		
Including skill checks on which you take 10 or 20	1pt		
	Opt		
Provided you have one rank in the skill			
Add 1d6 to one attack roll	2pt		
Add 1d6 to one saving throw  Nivel Inspiration bonus is now 2d6	2pt <b>4</b>		
20 Apply the Inspiration bonus to any skill check.			
TRAMPAS			
Nivel de Percepción Investigad			
Locate traps = +(	÷ 2)		
Inutilizar Nivel de			
Mecanismo Investigad	0r		
Disable traps			
TRAP Nivel de SENSE Investigador			
Nivel = ÷3	on also is )	000	
Bonus to reflex saves and AC against traps.	<b>6</b>		
PACKING HEAT			
Gain both Amateur Gunslinger and Gunsmithing fea Nivel bonus feats.	ats as		
2 Gain a battered firearm identical to the one gained by the Gunslinger.  Nivel Talented Shot: May select a Gunslinger deed in the place of			
		INVESTIGATOR TALENTS	
an Investigator talent, as a Gunslinger of Investigator lo	evel -4.	INVESTIGATOR TABLETTS	,
RESISTENCIA A VENENOS Nivel			
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 Inmune a todos los venenos			
KEEN RECOLLECTION	*		
Nivel  Attempt any knowledge skill check untrained.			
STUDIED COMBAT			
Study foe as a move action to increase attack and			
INSIGHT Nivel de BONUS Investigador			
= ÷2			
(Redonde Nivel To study the same foe within 24 hours, spend 1 ins	* *		
4 STUDIED Nivel de	piration.		
STRIKE Investigador			
d6 = ( ÷ 2) -1 (Redonde	ar abaio)		
This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.			