STEEL HOUND Investigator Level	×		EXTRACTS	,
ALCHEMY				
Extract Extracts Base # 80 2	1			
Save DC per day Extracts + Extracts				
1				
2				
3				
4		000		
5	2			
6				
Extract Save DC = 10 + INT + Extract Level				
INSPIRATION Investigator Divers	888			
PER DAY Level				
$= (\div 2) + INT +$				
Inspiration OOO OOO	2			
today	3			
Add 1d6 to any skill check 1pt				
Including skill checks on which you take 10 or 20 Add 1d6 to Knowledge, Linguistics or Spellcraft Opt				
Provided you have one rank in the skill				
Add 1d6 to one attack roll 2pt				
Add 1d6 to one saving throw 2pt	4			
Niveau Inspiration bonus is now 2d6 20 Apply the Inspiration bonus to any skill check.				
PIÈGES				
Investigator Perception Level				
Perception Level Locate traps + (÷ 2)				
Sabotage Investigator	_			
Level	5			
Disable traps = + (÷ 2)				
TRAP Investigator				
SENSE Level				
(arrondi à l'inférieur)	6			
Bonus to reflex saves and AC against traps. PACKING HEAT	6			
Gain both Amateur Gunslinger and Gunsmithing feats as				
Niveau bonus feats. 2 Gain a battered firearm identical to the one gained by				
the Gunslinger.				
Niveau Talented Shot: May select a Gunslinger deed in the place of 11 an Investigator talent, as a Gunslinger of Investigator level -4.	×	INVEST	TIGATOR TALENTS	, i
POISON RESISTANCE				
Niveau 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 Immunité à tous les poisons KEEN RECOLLECTION				
Niveau				
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 (arrondi à l'inférieur)				
Niveau To study the same foe within 24 hours, spend 1 inspiration.				
STRIKE Level				
$ \frac{d6}{d6} = \frac{1}{4} \frac{1}{4} \frac{1}{4} = \frac{1}{4}$				
You must be able to see your target clearly.				