

STEEL HOUND

Investigator
Level

ALCHEMY

Extract
Save DC

Extrakte
pro Tag

=

Base
Extracts

+

IN - 4
IN - 8
IN - 12

1
2
3
4
5
6

1

2

3

4

5

6

Extract Save DC = 10 + INT + Extract Level

INSPIRATION

INSPIRATION
PRO TAG

Investigator
Level

Sonstiges

= (÷ 2) + IN +

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**

Stufe Inspiration bonus is now 2d6

20 Apply the Inspiration bonus to any skill check.

FALLENKUNDE

Wahrnehmung
Investigator
Level

Locate traps = + (÷ 2)

Mechanism.
ausschalten
Investigator
Level

Disable traps = + (÷ 2)

TRAP
SENSE

Investigator
Level

Stufe **3** = ÷ 3 (abrunden)

Bonus to reflex saves and AC against traps.

PACKING HEAT

Stufe Gain both Amateur Gunslinger and Gunsmithing feats as bonus feats.

2 Gain a battered firearm identical to the one gained by the Gunslinger.

Stufe **11** Talented Shot: May select a Gunslinger deed in the place of an Investigator talent, as a Gunslinger of Investigator level -4.

POISON RESISTANCE

Stufe

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 Immun gegen jedes Gift

KEEN RECOLLECTION

Stufe

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 (abrunden)

Stufe To study the same foe within 24 hours, spend 1 inspiration.

4 **STUDIED STRIKE** Investigator Level

W6 = (÷ 2) - 1 (abrunden)

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