STEEL HOUND Investigator Level	EXTRACTS			S
ALCHEMY				
Extract Extracts Base \$ \infty \(\tilde{C} \)	2			
Save DC per day Extracts + Extracts				
1 7777				
2				
3 0000				
4 0000		000		
5 000				
6				
Extract Save DC = 10 + INT + Extract Level				
INSPIRATION Outros	888			
PER DAY Level				
$= (\div 2) + INT +$				
Inspiration 000 000	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			
Nível Inspiration bonus is now 2d6 20 Apply the Inspiration bonus to any skill check.				
TRAPS				
Percepção Level Locate traps = + (÷ 2)				
Disable Investigator	_			
Device Level	5			
Disable traps = + (÷ 2) TRAP Investigator				
Nível SENSE Level		000		
3 (Arredonda para Baixo)	6			
Bonus to reflex saves and AC against traps. PACKING HEAT	O			
Gain both Amateur Gunslinger and Gunsmithing feats as				
Nível bonus feats. 2 Gain a battered firearm identical to the one gained by				
the Gunslinger.				
Nível Talented Shot: May select a Gunslinger deed in the place of 11 an Investigator talent, as a Gunslinger of Investigator level -4.		INVESTIGATOR TALENTS		
POISON RESISTANCE				
Nível 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 Immune to all poisons KEEN RECOLLECTION				
Nível				
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				
Nível To study the same foe within 24 hours, spend 1 inspiration.				
4 STUDIED Investigator STRIKE Level				
d6 = (÷ 2, -1 (Arredonda para Baixo)				
This damage bonus is not multiplied by critical hits. You must be able to see your target clearly.				