

STEEL HOUND

Investigator
Level

ALCHIMIE

Extract Save DC		Extracts per day	=	Base Extracts	+	INT	INT - 4	INT - 8	INT - 12
	1								
	2								
	3								
	4								
	5								
	6								

Extract Save DC = 10 + INT + Extract Level

INSPIRATION

INSPIRATION
PAR JOUR

Investigator
Level

Divers

$$\boxed{} = \left(\boxed{} \div 2 \right) + \text{INT} + \begin{matrix} \boxed{} & \boxed{} & \boxed{} \\ \boxed{} & \boxed{} & \boxed{} \\ \boxed{} & \boxed{} & \boxed{} \end{matrix}$$

Inspiration
aujourd'hui

Add 1d6 to any skill check **1pt**
Including skill checks on which you take 10 or 20

Ajoute 1d6 a Connaissance, Language ou Art de la magie **1pt**
Provided you have one rank in the skill

Add 1d6 to one attack roll **2pt**

Add 1d6 to one saving throw **2pt**

Niveau Le bonus d'inspiration est maintenant de 2d6

20 Applique le bonus d'inspiration pour toutes les verification de talents

PIÈGES

Perception
Investigator
Level

Locate traps $\boxed{} = \boxed{} + \left(\boxed{} \div 2 \right)$

Sabotage
Investigator
Level

Disable traps $\boxed{} = \boxed{} + \left(\boxed{} \div 2 \right)$

TRAP
SENSE

Investigator
Level

Niveau **3** $\boxed{} = \boxed{} \div 3$ (arrondi à l'inférieur)

Bonus to reflex saves and AC against traps.

PACKING HEAT

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

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

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

RÉSISTANCE AU POISON

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
BONUS

Investigator
Level

$$\boxed{} = \boxed{} \div 2 \text{ (arrondi à l'inférieur)}$$

Niveau Pour en apprendre sur le meme ennemi en 24h, depense 1pt d'inspiration.

4

STUDIED
STRIKE

Investigator
Level

$$\boxed{} \text{ d6} = \left(\boxed{} \div 2 \right) - 1 \text{ (arrondi à l'inférieur)}$$

This damage bonus is not multiplied by critical hits.
You must be able to see your target clearly.

EXTRACTS

1

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2

$\begin{matrix} \boxed{} & \boxed{} & \boxed{} \\ \boxed{} & \boxed{} & \boxed{} \\ \boxed{} & \boxed{} & \boxed{} \end{matrix}$

3

$\begin{matrix} \boxed{} & \boxed{} & \boxed{} \\ \boxed{} & \boxed{} & \boxed{} \\ \boxed{} & \boxed{} & \boxed{} \\ \boxed{} & \boxed{} & \boxed{} \end{matrix}$

4

$\begin{matrix} \boxed{} & \boxed{} & \boxed{} \\ \boxed{} & \boxed{} & \boxed{} \\ \boxed{} & \boxed{} & \boxed{} \\ \boxed{} & \boxed{} & \boxed{} \\ \boxed{} & \boxed{} & \boxed{} \end{matrix}$

5

$\begin{matrix} \boxed{} & \boxed{} & \boxed{} \\ \boxed{} & \boxed{} & \boxed{} \\ \boxed{} & \boxed{} & \boxed{} \\ \boxed{} & \boxed{} & \boxed{} \\ \boxed{} & \boxed{} & \boxed{} \end{matrix}$

6

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INVESTIGATOR TALENTS