STEEL HOUND

Nível do Investigador

ALCHEMY

Teste de extrair CD		Extrair por dia =	Base Extracts +	INT	INT - 4	INT - 8	INT - 12
	1						
	2						
	3						
	4						
	5						
	6						

Extract Save DC = 10 + INT + Extract Level

INSPIRATION

INSPIRATION PER DAY Nível do Investigador Outros

= (÷ 2) + INT +

Inspiration today

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

Adiciona 1d6 para Conhecimento, Linguística e Arte da Magia — 1pt
Provided you have one rank in the skill

Adiciona 1d6 na rolagem de ataque — 2pt

Add 1d6 to one saving throw — 2pt

Nível 20 — Inspiration bonus is now 2d6
Apply the Inspiration bonus to any skill check.

ARMADILHAS

Nível do Investigador

Percepção

Locate traps = + (÷ 2)

Desabilitar Dispositivo Nível do Investigador

Desabilitar armadilhas = + (÷ 2)

TRAP SENSE Nível do Investigador

Nível 3 = ÷ 3 (Arredonda para Baixo)

Bonus to reflex saves and AC against traps.

PACKING HEAT

Nível 2 — Gain both Amateur Gunslinger and Gunsmithing feats as bonus feats.
Gain a battered firearm identical to the one gained by the Gunslinger.

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

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 — Imune a todos os venenos

KEEN RECOLLECTION

Nível 3 — Attempt any knowledge skill check untrained.

STUDIED COMBAT

Study foe as a move action to increase attack and damage.

INSIGHT BONUS Nível do Investigador

= ÷ 2 (Arredonda para Baixo)

Nível 4 — To study the same foe within 24 hours, spend 1 inspiration.

STUDIED STRIKE Nível do Investigador

d6 = (÷ 2) - 1 (Arredonda para Baixo)

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

EXTRAIR

1		
2		
3		
4		
5		
6		

INVESTIGATOR TALENTS