

Inspiration (Ex): (6/day) (9/day) (+1d6)**Ivira**

An investigator is beyond knowledgeable and skilled—he also possesses keen powers of observation and deduction that far surpass the abilities of others. An investigator typically uses these powers to aid in their investigations, but can also use these flashes of inspiration in other situations.

An investigator has the ability to augment skill checks and ability checks through his brilliant inspiration. The investigator has an inspiration pool equal to 1/2 his investigator level + his Intelligence modifier (minimum 1). An investigator's inspiration pool refreshes each day, typically after he gets a restful night's sleep. As a free action, he can expend one use of inspiration from his pool to add 1d6 to the result of that check, including any on which he takes 10 or 20. This choice is made after the check is rolled and before the results are revealed. An investigator can only use inspiration once per check or roll. The investigator can use inspiration on any Knowledge, Linguistics, or Spellcraft skill checks without expending a use of inspiration, provided he's trained in the skill.

Inspiration can also be used on attack rolls and saving throws, at the cost of expending two uses of inspiration each time from the investigator's pool. In the case of saving throws, using inspiration is an immediate action rather than a free action.

Studied Combat (Ex): (+3, 3 rds)**Ivira**

With a keen eye and calculating mind, an investigator can assess the mettle of his opponent to take advantage of gaps in talent and training. At 4th level, an investigator can use a move action to study a single enemy that he can see. Upon doing so, he adds 1/2 his investigator level as an insight bonus on melee attack rolls and as a bonus on damage rolls against the creature. This effect lasts for a number of rounds equal to his Intelligence modifier (minimum 1) or until he deals damage with a studied strike, whichever comes first. The bonus on damage rolls is precision damage, and is not multiplied on a critical hit.

An investigator can only have one target of studied combat at a time, and once a creature has become the target of an investigator's studied combat, he cannot become the target of the same investigator's studied combat again for 24 hours unless the investigator expends one use of inspiration when taking the move action to use this ability.

Studied Strike (Ex): (+2d6)**Ivira**

At 4th level, an investigator can choose to make a studied strike against the target of his studied combat as a free action, upon successfully hitting his studied target with a melee attack, to deal additional damage. The damage is 1d6 at 4th level, and increases by 1d6 for every 2 levels thereafter (to a maximum of 9d6 at 20th level). The damage of studied strike is precision damage and is not multiplied on a critical hit; creatures that are immune to sneak attacks are also immune to studied strike.

If the investigator's attack used a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), he may choose to have the additional damage from studied strike be nonlethal damage instead of lethal damage. If the investigator chose to make an attack with a lethal weapon instead deal nonlethal damage (with the usual –4 penalty), the studied strike damage may also deal nonlethal damage.

The investigator must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. An investigator cannot use studied strike against a creature with concealment.

Inspired Strike**Ivira**

You can turn your natural talent as easily to weapon-work as to skills.

Benefit: When you damage a creature by using the studied combat class feature, you can expend one use of inspiration to roll an inspiration die and increase the damage by the number rolled.

Toothpick Of Pyrotechnics**Ivira**

Price 400 GP **Slot** none **CL** 3rd **Weight** — **Aura** faint evocation

This simple wooden toothpick is useful for creating flashy diversions on stage or in a fight. Breaking the toothpick causes a blinding flash and a dark cloud of smoke to appear. Creatures other than the user within 120 feet must succeed at a DC 13 Fortitude save or be blinded for 1d4+1 rounds. The cloud of smoke spreads 20 feet in all directions, obscures all sight (including darkvision), and lasts for 3 rounds.

Blood Drain (Ex)**Desert Dog**

The creature drains blood at the end of its turn if it grapples a foe, dealing Constitution damage.

Blood Rage (Ex)**Desert Dog**

When the creature takes damage in combat, on its next turn it can fly into a rage as a free action. It gains +2 Constitution and +2 Strength, but takes a –2 penalty to its AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.

Stunning Fist (Combat)**Aspis Guards**

You know just where to strike to temporarily stun a foe.

Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next turn). A stunned character drops everything held, can't take actions, loses any Dexterity bonus to AC, and takes a –2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.