

Investigator
Level

ALCHEMY

Extract Save DC = 10 + INT + Extract Level

INSPIRATION

Misc

Add 1d6 to one saving throw 2pt

20 Apply the Inspiration bonus to any skill check.

TRAPS

Bonus to reflex saves and AC against traps.

POISON LORE

2 DC = the poison's saving throw DC.

Spend a minute to neutralise a poison with Craft (alchemy).
DC = the poison's saving throw DC.

11 Immune to all poisons

KEEN RECOLLECTION

STUDIED COMBAT

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

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

EXTRACTS

INVESTIGATOR TALENTS

TABLE 1 Description of the study population	
Age (years)	18-24
Gender	Male
Weight (kg)	60-80
Height (cm)	170-185
Body mass index (kg/m ²)	20-25
Physical activity (min/week)	150-300
Smoking status	Non-smoker
Alcohol consumption (g/week)	0-100
Family history of cardiovascular disease	No
Medical history	No
Medication	No
Study duration (months)	12
Follow-up (months)	24
Dropouts (n)	10
Completed (n)	90
Lost to follow-up (n)	5
Deceased (n)	2
Withdrawn (n)	3
Excluded (n)	15
Included (n)	75

[illegible]