DEDUCTIONIST Deductionist	ROGUE TALENTS				
DEDUCTIONIST Level	TALENTS Rogue Misc				
ROGUE PROGUE	KNOWN	Level	÷ 2) +		From level 10, a Rogue can take Advanced Talents
Level S Trapfinding		_ = ((Round down)	
1 Sneak Attack	1				
2 🗆 Evasion					
∠ Uncanny Dodge	2				
8					
10 Advanced Talents	3				
20 🗆 Master Strike					
TRAPS	4				
Rogue Perception Level					
Locate Traps = + (÷ 2)	5				
Disable Rogue					
Device Level	6				
Disable Traps = + (÷ 2)					
TRAP SENSE Rogue Level REFLEX BONUS Level Misc	7				
³ + = (÷ 3) +					
SNEAK ATTACK	8				
SNEAK DAMAGE Rogue BONUS Level Misc					
	9				
d6 = (
Sneak attack damage can be applied when a target is flanked or is denied their DEX bonus to AC.	10				
On ranged attacks, it only applies within 30 ft.					
It is not multiplied by critical hits. It cannot be non-lethal unless using a non-lethal weapon.	11				
MASTER STRIKE					
A successful sneak attack can also deliver one of: Level • Sleep for 1d4 hours	12				
• Paralysed for 2d6 rounds • Slain					
MASTER STRIKE Rogue	13				
FORTITUDE DC Level $= 10 + (\div 2) + INT$					
	14				
Master strike cannot be used again on the same target within 24 hours, whether they pass the Fortitude save or not.					