

# INVESTIGATOR

Investigator  
Level

(ROGUE)

## INVESTIGATOR

Rogue  
Level

1

☐

{ Follow Up  
Sneak Attack

2

☐

Evasion

4

☐

Uncanny Dodge

8

☐

Improved Uncanny Dodge

10

☐

Advanced Talents

20

☐

Master Strike

## FOLLOW UP

Roll a Diplomacy check to gather information twice, and receive the information for both rolls in the time it would normally take for one. If those questioned knowingly give you false information for the lesser result, you are aware of it.

## TRAPS

TRAP SENSE

Rogue  
Level

Misc

Level

REFLEX BONUS

3

+

=

÷

3

+

## SNEAK ATTACK

SNEAK DAMAGE  
BONUS

Rogue  
Level

Misc

d6

=

÷

2

+

(Round up)

Sneak attack damage can be applied when a target is flanked or is denied their DEX bonus to AC.

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.

## MASTER STRIKE

A successful sneak attack can also deliver one of:

Level

20

- Sleep for 1d4 hours
- Paralysed for 2d6 rounds
- Slain

MASTER STRIKE  
FORTITUDE DC

Rogue  
Level

=

10

+

÷

2

+

INT

Master strike cannot be used again on the same target within 24 hours, whether they pass the Fortitude save or not.

## ROGUE TALENTS

TALENTS  
KNOWN

Rogue  
Level

Misc

From level 10, a Rogue  
can take Advanced Talents

=

÷

2

+

(Round down)

1

2

3

4

5

6

7

8

9

10

11

12

13

14