

INVESTIGATOR Investigator Level

(ROGUE)

INVESTIGATOR

Rogue Level		
1	<input type="checkbox"/>	Follow Up Sneak Attack
2	<input type="checkbox"/>	Evasion
4	<input type="checkbox"/>	Uncanny Dodge
8	<input type="checkbox"/>	Improved Uncanny Dodge
10	<input type="checkbox"/>	Advanced Talents
20	<input type="checkbox"/>	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

Level	TRAP SENSE REFLEX BONUS	Rogue Level	Misc
3	+ <input type="text"/>	= (<input type="text"/> ÷ 3) +	<input type="text"/>

SNEAK ATTACK

SNEAK DAMAGE BONUS	Rogue Level	Misc
<input type="text"/> d6	= (<input type="text"/> ÷ 2) +	<input type="text"/> (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

Level	A successful sneak attack can also deliver one of:
20	<ul style="list-style-type: none">• Sleep for 1d4 hours• Paralyzed for 2d6 rounds• Slain

MASTER STRIKE FORTITUDE DC	Rogue Level
<input type="text"/>	= 10 + (<input type="text"/> ÷ 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
<input type="text"/>	= (<input type="text"/> ÷ 2) +	<input type="text"/>	(Round down)
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			