

DEDUCTIONIST

Deductionist  
Level

ROGUE		
Rogue Level		
1	<input type="checkbox"/>	Trapfinding 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

TRAPS

Perception

Rogue Level

Locate Traps

=

+

÷ 2

)

Disable Device

Rogue Level

Disable Traps

=

+

÷ 2

)

TRAP SENSE

REFLEX BONUS

Level

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

=

÷ 2

)

+

(Round down)

From level 10, a Rogue can take Advanced Talents

1

2

3

4

5

6

7

8

9

10

11

12

13

14