

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 | <div><div>+</div><div></div></div> | <div><div></div><div>÷ 3</div></div> | <div><div></div><div>+</div></div> |

SNEAK ATTACK

| SNEAK DAMAGE BONUS | Rogue Level | Misc |
|-------------------------------------|--------------------------------------|------------------------------------|
| <div><div></div><div>d6</div></div> | <div><div></div><div>÷ 2</div></div> | <div><div></div><div>+</div></div> |
| (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 hoursParalysed for 2d6 roundsSlain |

| MASTER STRIKE FORTITUDE DC | Rogue Level |
|---|--------------------------------------|
| <div><div></div></div> | <div><div></div><div>÷ 2</div></div> |
| <div><div>= 10 +</div><div></div><div>÷ 2</div><div>+</div><div>INT</div></div> | |

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 |
|------------------------|--------------------------------------|------------------------------------|--|
| <div><div></div></div> | <div><div></div><div>÷ 2</div></div> | <div><div></div><div>+</div></div> | (Round down) |

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