

Deductionist
Level

ROGUE TALENTS

20 ☐ Master Strike

Rogue
Level
$$\boxed{} = + (\div 2)$$
Rogue
Level
$$\boxed{} = + (\div 2)$$

Misc

$$3 \boxed{+} = (\quad \div 3) +$$

SNEAK DAMAGE BONUS

Rogue
Level

Misc

$$\boxed{\text{d6}} = \left(\frac{\quad}{2} \right) + \quad \quad \quad \text{(Round up)}$$

It cannot be non-lethal unless using a non-lethal weapon.

A successful sneak attack can also deliver one of:

Level • Sleep for 1d4 hours

- Paralyzed for 2d6 rounds
- Slain

MASTER STRIKE
FORTITUDE DC

Rogue
Level

$$\boxed{} = 10 + \left(\div 2 \right) + \text{INT}$$

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

TALENTS KNOWN

Rogue
Level

Misc

From level 10, a Rogue can take Advanced Talents

$$\boxed{} = \left(\frac{}{2} \right) + \quad (\text{Round down})$$

1

2

3

4

5

6

7

8

9

10

11

12

13

14