

DEDUCTIONIST

Deductionist
Level

ROGUE

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|-------------|--------------------------|-----------------------------|
| 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

Locate Traps

$\text{Perception} + \left(\frac{\text{Rogue Level}}{2} \right)$

Disable Traps

$\text{Disable Device} + \left(\frac{\text{Rogue Level}}{2} \right)$

TRAP SENSE REFLEX BONUS

$3 + \text{Level} = \left(\frac{\text{Rogue Level}}{3} \right) + \text{Misc}$

SNEAK ATTACK

SNEAK DAMAGE BONUS

$\text{d6} = \left(\frac{\text{Rogue Level}}{2} \right) + \text{Misc}$

(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:

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

MASTER STRIKE FORTITUDE DC

$\text{DC} = 10 + \left(\frac{\text{Rogue Level}}{2} \right) + \text{INT}$

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

ROGUE TALENTS

TALENTS KNOWN

$\text{Talents Known} = \left(\frac{\text{Rogue Level}}{2} \right) + \text{Misc}$

(Round down)

From level 10, a Rogue can take Advanced Talents

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