

KNIFE MASTER

(ROGUE)

Knife
Master
Level

ROGUE TALENTS

TALENTS
KNOWN

Rogue
Level

Misc

From level 10, a Rogue
can take Advanced Talents

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

1

2

3

4

5

6

7

8

9

10

11

12

13

14

KNIFE MASTER

Rogue
Level

1

☐

{ Trapfinding
Sneak Attack

2

☐

Evasion

3

☐

Blade Sense

4

☐

Uncanny Dodge

8

☐

Improved Uncanny Dodge

10

☐

Advanced Talents

20

☐

Master Strike

HIDDEN BLADE

Sleight of
Hand

Rogue
Level

Conceal Knife $\boxed{} = \boxed{} + \left(\boxed{} \div 2 \right)$

SNEAK ATTACK

When using a dagger, punching dagger, kerambit, kukri, starknife or swordbreak dagger, the Knife Master's sneak attack deals d8s.

With any other weapon, they deal d4s.

SNEAK DAMAGE
BONUS

Rogue
Level

Misc

$$\boxed{} \text{ d8} = \left(\boxed{} \div 2 \right) + \boxed{} \quad (\text{Round up})$$

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.

BLADE SENSE

Level ACBONUS

Rogue
Level

Misc

3

+

$\boxed{}$

=

$\left(\boxed{} \div 3 \right)$

+

$\boxed{}$

Bonus applies when attacked with a light blade.

MASTER STRIKE

A successful sneak attack can also deliver one of:

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

MASTER STRIKE
FORTITUDE DC

Rogue
Level

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

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