

POISONER  
(ROGUE)

Poisoner  
Level

ROGUE TALENTS

TALENTS  
KNOWN

Rogue  
Level

Misc

From level 10, a Rogue  
can take Advanced Talents

= (  ÷ 2 ) +  (Round down)

1

2

3

4

5

6

7

8

9

10

11

12

13

14

POISONER

Rogue  
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1 ☐ { Poison Use  
Sneak Attack

2 ☐ Evasion

3 ☐ Master Poisoner

4 ☐ Uncanny Dodge

8 ☐ Improved Uncanny Dodge

10 ☐ Advanced Talents

20 ☐ Master Strike

POISONS

POISON USE

Trained in poisons, and cannot accidentally poison yourself.

MASTER POISONER

Level 3 Change a poison's type between contact, ingested, inhaled, or injury. This requires one hour and a Craft: Alchemy check equal to the poison's DC.

Craft:  
Alchemy

Poisoner  
Level

Craft Poisons  =  + (  ÷ 2 )

SNEAK ATTACK

SNEAK DAMAGE  
BONUS

Rogue  
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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
  - Paralyzed for 2d6 rounds
  - Slain

MASTER STRIKE  
FORTITUDE DC

Rogue  
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= 10 + (  ÷ 2 ) + INT

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