KNIFE MASTER Knife	ROGUE TALENTS			
(ROGUE) Master Level	TALENTS KNOWN	Rogue Level	Misc	From level 10, a Rogue
KNIFE MASTER	= (; Level		can take Advanced Talents
Rogue Level			(Round down)
1 □ { Trapfinding Sneak Attack	1			
2 🗆 Evasion				
3 Blade Sense	2			
4 □ Uncanny Dodge				
8 🗆 Improved Uncanny Dodge	3			
10 Advanced Talents				
20 □ Master Strike	4			
HIDDEN BLADE				
Sleight of Rogue Hand Level	5			
Conceal Knife = + (÷ 2)				
SNEAK ATTACK	6			
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.	7			
SNEAK DAMAGE Rogue BONUS Level Misc				
	8			
d8 = (÷ 2) + (Round up)				
Sneak attack damage can be applied when a target is flanked or is denied their DEX bonus to AC.	9			
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.	10			
BLADE SENSE				
Rogue Misc Level AC BONUS	11			
3 + = (÷ 3) +				
Bonus applies when attacked with a light blade.	12			
MASTER STRIKE				
A successful sneak attack can also deliver one of: Level • Sleep for 1d4 hours	13			
• Paralysed for 2d6 rounds • Slain				
MASTER STRIKE Rogue FORTITUDE DC Level	14			
$= 10 + (\div 2) + INT$				

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