

# KNIFE MASTER

(ROGUE)

Knife  
Master  
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

## 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  =  + (  ÷ 2 )

## 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

d8

 = (  ÷ 2 ) +  (Round up)

## BLADE SENSE

Level

AC BONUS

Rogue  
Level

Misc

3 +  = (  ÷ 3 ) +

Bonus applies when attacked with a light blade.

## MASTER STRIKE

A successful sneak attack can also deliver one of:

- Level 20
- Sleep for 1d4 hours
  - Paralysed for 2d6 rounds
  - Slain

MASTER STRIKE  
FORTITUDE DC

Rogue  
Level

= 10 + (  ÷ 2 ) + INT