

# KNIFE MASTER

(ROGUE)

Knife  
Master  
Level

## ROGUE TALENTS

TALENTS  
KNOWN

Rogue  
Level

Misc

From level 10, a Rogue  
can take Advanced Talents

$$\boxed{\phantom{000}} = \left( \boxed{\phantom{000}} \div 2 \right) + \boxed{\phantom{000}} \quad (\text{Round down})$$

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

=

+

$$\left( \boxed{\phantom{000}} \div 2 \right)$$

## 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

$$\boxed{\phantom{000}} \text{ d8} = \left( \boxed{\phantom{000}} \div 2 \right) + \boxed{\phantom{000}} \quad (\text{Round up})$$

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

+

=

+

$$\left( \boxed{\phantom{000}} \div 3 \right)$$

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

$$\boxed{\phantom{000}} = 10 + \left( \boxed{\phantom{000}} \div 2 \right) + \text{INT}$$

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