POISONER
(ROGUE)

Poisoner Level ☐

POISONER

Rogue Level		
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 Poisons [ ] = _____ + (_____ ÷ 2)

Craft: Alchemy   Poisoner Level

SNEAK ATTACK

SNEAK DAMAGE BONUS

[ ] d6 = (_____ ÷ 2) + _____

Rogue Level   Misc

(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

Level 20

A successful sneak attack can also deliver one of:
- Sleep for 1d4 hours
- Paralysed for 2d6 rounds
- Slain

MASTER STRIKE FORTITUDE DC

[ ] = 10 + (_____ ÷ 2) + INT

Rogue Level

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

TALENTS KNOWN

[ ] = (_____ ÷ 2) + _____ (Round down)

Rogue Level   Misc

From level 10, a Rogue can take Advanced Talents

1 _____ _____

2 _____ _____

3 _____ _____

4 _____ _____

5 _____ _____

6 _____ _____

7 _____ _____

8 _____ _____

9 _____ _____

10 _____ _____

11 _____ _____

12 _____ _____

13 _____ _____

14 _____ _____