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 $\boxed{}$ = _____ (Craft: Alchemy) + (_____ (Poisoner Level) ÷ 2)

SNEAK ATTACK

SNEAK DAMAGE BONUS

$\boxed{ \text{d6}}$ = (_____ (Rogue Level) ÷ 2) + _____ (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

$\boxed{}$ = 10 + (_____ (Rogue Level) ÷ 2) + INT

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

TALENTS KNOWN

$\boxed{}$ = (_____ (Rogue Level) ÷ 2) + _____ (Misc)

(Round down)

From level 10, a Rogue can take Advanced Talents

1 _____

2 _____

3 _____

4 _____

5 _____

6 _____

7 _____

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11 _____

12 _____

13 _____

14 _____