

POISONER  
(ROGUE)

Poisoner  
Level

POISONER

|             |                          |                            |
|-------------|--------------------------|----------------------------|
| Rogue Level |                          |                            |
| 1           | <input type="checkbox"/> | Poison Use<br>Sneak Attack |
| 2           | <input type="checkbox"/> | Evasion                    |
| 3           | <input type="checkbox"/> | Master Poisoner            |
| 4           | <input type="checkbox"/> | Uncanny Dodge              |
| 8           | <input type="checkbox"/> | Improved Uncanny Dodge     |
| 10          | <input type="checkbox"/> | Advanced Talents           |
| 20          | <input type="checkbox"/> | 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: Alchemy      Poisoner Level

Craft Poisons  =  + (  ÷ 2 )

SNEAK ATTACK

SNEAK DAMAGE  
BONUS

Rogue Level      Misc

d6 = (  ÷ 2 ) +   
(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

A successful sneak attack can also deliver one of:

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

MASTER STRIKE  
FORTITUDE DC

Rogue Level

= 10 + (  ÷ 2 ) + INT

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

ROGUE TALENTS

TALENTS  
KNOWN

Rogue  
Level

Misc

From level 10, a Rogue  
can take Advanced Talents

= (  ÷ 2 ) +  (Round down)

1

2

3

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