

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:
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

20

- Sleep for 1d4 hours
- 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

4

5

6

7

8

9

10

11

12

13

14