

KNIFE MASTER

(ROGUE)

Knife
Master
Level

KNIFE MASTER

Rogue Level		
1	<input type="checkbox"/>	Trapfinding Sneak Attack
2	<input type="checkbox"/>	Evasion
3	<input type="checkbox"/>	Blade Sense
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

HIDDEN BLADE

Sleight of
Hand

Rogue
Level

Conceal Knife = + (÷ 2)

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

d8 = (÷ 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.

BLADE SENSE

Level **AC BONUS**

Rogue
Level

Misc

3 + = (÷ 3) +

Bonus applies when attacked with a light blade.

MASTER STRIKE

A successful sneak attack can also deliver one of:

- 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

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14