

# RAKE

(ROGUE)

Rake  
Level

## RAKE

Rogue  
Level

1 ☐ { Bravado's Blade  
Sneak Attack

2 ☐ Evasion

3 ☐ Rake's Smile

4 ☐ Uncanny Dodge

8 ☐ Improved Uncanny Dodge

10 ☐ Advanced Talents

20 ☐ Master Strike

## SNEAK ATTACK

SNEAK DAMAGE  
BONUS

Rogue  
Level

Misc

$$\boxed{\text{d6}} = \left( \frac{\text{Rogue Level}}{2} \right) + \text{Misc}$$

(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.

## BRAVADO'S BLADE

On a successful sneak attack, forgo 1d6 damage to attempt to demoralise the foe with an Intimidate check.

Forgo one or more additional d6 to gain +5circumstance bonus to your Intimidate check.

## RAKE'S SMILE

RAKE'S SMILE  
BONUS

Rake  
Level

Misc

$$\text{Level } 3 \quad \boxed{+} = \left( \frac{\text{Rake Level}}{3} \right) + \text{Misc}$$

Apply this bonus to Bluff and Diplomacy checks.

## MASTER STRIKE

A successful sneak attack can also deliver one of:

- Level
- Sleep for 1d4 hours
  - Paralyzed for 2d6 rounds
  - Slain

MASTER STRIKE  
FORTITUDE DC

Rogue  
Level

$$\boxed{\text{Fortitude DC}} = 10 + \left( \frac{\text{Rogue Level}}{2} \right) + \text{INT}$$

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

$$\boxed{\text{Talents Known}} = \left( \frac{\text{Rogue Level}}{2} \right) + \text{Misc} \quad (\text{Round down})$$

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