

RAKE

(BOEF)

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

☐

Geavanceerde Talenten

20

☐

Master Strike

SNEAK ATTACK

SLUIP SCHADE
BONUS

Rogue
Level

Misc

 d6

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

(Naar boven afgerond)

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 +5 circumstance bonus to your Intimidate check.

RAKE'S SMILE

RAKE'S SMILE
BONUS

Rake
Level

Misc

Level

3

+

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

Apply this bonus to Bluff and Diplomacy checks.

MASTER STRIKE

Een succesvolle sluip aanval kan ook:

Level • Slaap for 1d4 uren

20 • Verlamd voor 2d6 ronden

• Geslacht

MASTER STRIKE
FORTITUDE DC

Rogue
Level

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

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

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

(Naar beneden afgerond)

1

2

3

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12

13

14