

# 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

$$= ( \div 2 ) +$$

(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

+

$$= ( \div 3 ) +$$

Apply this bonus to Bluff and Diplomacy checks.

## MASTER STRIKE

Een succesvolle sluip aanval kan ook:

Level

20

- Slaap for 1d4 uren
- Verlamd voor 2d6 ronden
- Geslacht

MASTER STRIKE  
FORTITUDE DC

Rogue  
Level

$$= 10 + ( \div 2 ) + INT$$

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

$$= ( \div 2 ) +$$

(Naar beneden afgerond)

1

2

3

4

5

6

7

8

9

10

11

12

13

14