RAKE	Rake Level	ROGUE TALENTS			
(ROGUE)		TALENTS KNOWN	Rogue Level	Misc	From level 10, a Rogue
RAKE	*			2)+	can take Advanced Talents
Rogue Level					(Round down)
1 🗆 $\left\{\begin{array}{c} \mathbf{B} \text{Fravado's Blade} \\ \text{Sneak Attack} \end{array}\right.$		1			
2 🗆 Evasion					
<b>3</b> □ Rake's Smile		2			
<b>4</b> □ Uncanny Dodge					
8 🗆 Improved Uncanny Dod	ge	3			
10 🗆 Advanced Talents					
20 🗆 Master Strike		4			
SNEAK ATTAG	CK =				
SNEAK DAMAGE Rogue BONUS Level	Misc	5			
d6 = ( ÷ 2	1				
uo \	(Round up)	6			
Sneak attack damage can be applied when is denied their DEX bonus to AC.	a target is flanked or				
On ranged attacks, it only applies within 30 ft.		7			
It is not multiplied by critical hits. It cannot be non-lethal unless using a non-lethal weapon.					
BRAVADO'S BL	ADE	8			
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 <b>+5</b> circumstance bonus to your Intimidate check.		9			
RAKE'S SMILE					
RAKE'S SMILE Rake Level	Misc	10			
3 + = (	÷ 3 ) +				
Apply this bonus to Bluff and Diplo	macy checks.	11			
MASTER STRI	KE				
A successful sneak attack can also Level Sleep for 1d4 hours Paralysed for 2d6 rounds Slain	deliver one of:	12			
MASTER STRIKE Rogue		13			
Evel = 10 + (	÷ 2 ) + INT				
Master strike cannot be used again on the 24 hours, whether they pass the Fortitude:		14			
7, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1,		~			