

RAKE

(SCHURKE)

Rake
Level

RAKE

Schurken
Stufe

1

☐

Bravado's Blade
Sneak Attack

2

☐

Entrinnen

3

☐

Rake's Smile

4

☐

Uncanny Dodge

8

☐

Improved Uncanny Dodge

10

☐

Advanced Talents

20

☐

Master Strike

HINTERHÄLTIGER ANGIFF

SCHADEN
BONUS

Schurken
Stufe

Sonstiges

W6

$$= \left(\frac{\quad}{2} \right) +$$

(aufrunden)

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

Sonstiges

Stufe

3

+

$$= \left(\frac{\quad}{3} \right) +$$

Apply this bonus to Bluff and Diplomacy checks.

MEISTERHAFTER ANGRIFF

Ein erfolgreicher Hinterhältiger Angriff kann auch verursachen:

Stufe

20

- Schlaf für 1W4 Stunden
- Gelähmt für 2W6 Runden
- Getötet

MEISTERHAFTER ANGRIFF
ZÄHIGKEIT SG

Schurken
Stufe

$$= 10 + \left(\frac{\quad}{2} \right) + \text{IN}$$

Master strike cannot be used again on the same target within 24 hours, whether they pass the Fortitude save or not.

ROGUE TALENTS

TALENTE
KNOWN

Schurken
Stufe

Sonstiges

From level 10, a Rogue
can take Advanced Talents

$$\text{[Box]} = \left(\frac{\quad}{2} \right) + \quad \text{(abrunden)}$$

1

2

3

4

5

6

7

8

9

10

11

12

13

14