CUTPURSE
(ROGUE)

Cutpurse Level

CUTPURSE

Rogue Level		
1	☐	{ Measure the Mark / Sneak Attack
2	☐	Evasion
3	☐	Stab and Grab
4	☐	Uncanny Dodge
8	☐	Improved Uncanny Dodge
10	☐	Advanced Talents
20	☐	Master Strike

MEASURE THE MARK

When attempting to pick a pocket, the mark must roll their Perception check before your Sleight of Hand, and you can decide whether to make the attempt.

If you decide not to, roll a Bluff check to prevent them noticing.

STAB AND GRAB

Level 3

As a full round action make one attack; if it successfully deals sneak attack damage (or is in a surprise round), you may also use Sleight of Hand to pick the foe's pocket.

The foe takes -5 to Perception to notice this.

SNEAK ATTACK

SNEAK DAMAGE BONUS

Rogue Level

Misc

$$ \boxed{\quad d6} = \left(\underline{\quad} \div 2 \right) + \underline{\quad} $$

(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.

MASTER STRIKE

Level 20

A successful sneak attack can also deliver one of:
- Sleep for 1d4 hours
- Paralyzed for 2d6 rounds
- Slain

MASTER STRIKE FORTITUDE DC

Rogue Level

$$ \boxed{\quad} = 10 + \left(\underline{\quad} \div 2 \right) + \text{INT} $$

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

$$ \boxed{\quad} = \left(\underline{\quad} \div 2 \right) + \underline{\quad} $$

(Round down)

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