	Cl	JTPURSE Cutpurse Level	ROGUE TALENTS							
		(ROGUE)	TALENTS KNOWN		Rogue Level		Misc	Fr	om level 10, a Rogue	
Parma		CUTPURSE	KNOWN	_ (LEVEI	÷2)			n take Advanced Talents	
Rogue Level		5		= (+2/	T	(Round down)		
1		Measure the Mark Sneak Attack	1							
2		Evasion								
3		Stab and Grab	2							
4		Uncanny Dodge								
8		Improved Uncanny Dodge	3							
10		Advanced Talents								
20		Master Strike	4							
``		MEASURE THE MARK								
Perception whether to	check make	to pick a pocket, the mark must roll their thefore your Sleight of Hand, and you can decide the attempt.	5							
ii you deci	de not	to, roll a Bluff check to prevent them noticing. STAB AND GRAB	6							
As Level dea 3 you	als sne u may	ound action make one attack; if it successfully ak attack damage (or is in a surprise round), also use Sleight of Hand to pick the foe's pocket. akes -5 to Perception to notice this.	7							
\mathbb{k}		SNEAK ATTACK								
SNEAK I BONUS	OAMA	GE Rogue Level Misc	8							
	d6	= (÷2) +								
is denied t	heir DI	(Round up) nage can be applied when a target is flanked or EX bonus to AC.	9							
It is not m	ultiplie	.s, it only applies within 30 ft. d by critical hits. -lethal unless using a non-lethal weapon.	10							
		MASTER STRIKE sful sneak attack can also deliver one of: or 1d4 hours	11							
20 ·		red for 2d6 rounds	12							
MASTER FORTITU										
		= 10 + (÷ 2) + INT	13							
		not be used again on the same target within er they pass the Fortitude save or not.	14							