# CUTPURSE
## (ROGUE)

Cutpurse Level ☐

## CUTPURSE

| Rogue Level | | |
|---|---|---|
| 1 | ☐ | { Measure the Mark<br>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**

$$\boxed{\phantom{xx}\text{d6}} = \left( \underline{\phantom{xxx}} \div 2 \right) + \underline{\phantom{xxx}}$$

Rogue Level        Misc

**(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
- Paralysed for 2d6 rounds
- Slain

**MASTER STRIKE FORTITUDE DC**

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

Rogue Level

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**

$$\boxed{\phantom{xxxx}} = \left( \underline{\phantom{xxx}} \div 2 \right) + \underline{\phantom{xxx}}$$

Rogue Level        Misc

From level 10, a Rogue can take Advanced Talents

(Round down)

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