

# CUTPURSE (SCHURKE)

Cutpurse  
Level

## CUTPURSE

Schurken  
Stufe

**1** ☐ { Measure the Mark  
Sneak Attack

**2** ☐ Entrinnen

**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

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.

## HINTERHÄLTIGER ANGRIFF

SCHADEN  
BONUS

Schurken  
Stufe

Sonstiges

$$\boxed{\phantom{000}}_{W6} = \left( \phantom{000} \div 2 \right) + \phantom{000} \quad (\text{aufrunden})$$

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.

## MEISTERHAFTER ANGRIFF

Ein erfolgreicher Hinterhältiger Angriff kann auch verursachen:

- Stufe
- Schlaf für 1W4 Stunden
  - 20** • Gelähmt für 2W6 Runden
  - Getötet

MEISTERHAFTER ANGRIFFSchurken  
ZÄHIGKEIT SG Stufe

$$\boxed{\phantom{000}} = 10 + \left( \phantom{000} \div 2 \right) + \text{IN}$$

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

$$\boxed{\phantom{000}} = \left( \phantom{000} \div 2 \right) + \phantom{000} \quad (\text{abrunden})$$

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