

# 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

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

$$\boxed{\phantom{000}} \text{ d6} = \left( \phantom{000} \div 2 \right) + \phantom{000}$$

(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

A successful sneak attack can also deliver one of:

- Level
- Sleep for 1d4 hours
  - Paralysed for 2d6 rounds
  - Slain

MASTER STRIKE  
FORTITUDE DC

Rogue  
Level

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

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

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

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