

SNIPER

(ROGUE)

Sniper
Level

SNIPER

Rogue Level		
1	<input type="checkbox"/>	Accuracy Sneak Attack
2	<input type="checkbox"/>	Evasion
3	<input type="checkbox"/>	Deadly Range
4	<input type="checkbox"/>	Uncanny Dodge
8	<input type="checkbox"/>	Improved Uncanny Dodge
10	<input type="checkbox"/>	Advanced Talents
20	<input type="checkbox"/>	Master Strike

ACCURACY

Halves the normal range increment penalty when firing a bow or crossbow.

SNEAK ATTACK

SNEAK DAMAGE BONUS Rogue Level Misc

d6

= (÷ 2) +

(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 range:

SNEAK ATTACK RANGE LIMIT Rogue Level

ft

= 30 ft + 10 ft × (÷ 3)

(Round down)

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
- 20**
- Sleep for 1d4 hours
 - Paralysed for 2d6 rounds
 - Slain

MASTER STRIKE FORTITUDE DC Rogue Level

= 10 + (÷ 2) + 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

= (÷ 2) +

(Round down)

1

2

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