

SNIPER

(ROGUE)

Sniper
Level

SNIPER

Rogue
Level

1 ☐ Accuracy
Sneak Attack

2 ☐ Evasion

3 ☐ Deadly Range

4 ☐ Uncanny Dodge

8 ☐ Improved Uncanny Dodge

10 ☐ Advanced Talents

20 ☐ Master Strike

ACCURACY

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

SNEAK ATTACK

**SNEAK DAMAGE
BONUS**

Rogue
Level

Misc

$$\boxed{} \text{ d6} = \left(\div 2 \right) + \quad (\text{Round up})$$

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

$$\boxed{} \text{ ft} = 30 \text{ ft} + 10 \text{ ft} \times \left(\div 3 \right) \quad (\text{Round down})$$

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

**MASTER STRIKE
FORTITUDE DC**

Rogue
Level

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

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

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

1

2

3

4

5

6

7

8

9

10

11

12

13

14