

# 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 • Sleep for 1d4 hours  
**20** • Paralyzed 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**

= (      ÷ 2 ) +

Misc

(Round down)

From level 10, a Rogue can take Advanced Talents

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