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

$\boxed{}\text{d6} = (\underline{} \div 2) + \underline{}$

(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

$\boxed{}\text{ft} = \textbf{30 ft} + \textbf{10 ft} \times (\underline{} \div \textbf{3})$

(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
- Paralyzed for 2d6 rounds
- Slain

MASTER STRIKE FORTITUDE DC

Rogue Level

$\boxed{} = \textbf{10} + (\underline{} \div \textbf{2}) + \text{INT}$

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

$\boxed{} = (\underline{} \div 2) + \underline{}$ (Round down)

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