

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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