SNIPER Sniper	*			ŀ	ROGUE '	TALENTS	
(ROGUE)	TALENTS KNOWN		Rogue Level		Miso		From level 10, a Rogue
SNIPER Rogue Level		= (÷ 2)	+	(Round down)	can take Advanced Talents
1 Accuracy Sneak Attack	1						
2 🗆 Evasion							
3 Deadly Range	2						
4 Uncanny Dodge							
8	3						
10 Advanced Talents							
20	4						
ACCURACY							
Halves the normal range increment penalty when firing a bow or crossbow.	5						
SNEAK ATTACK							
SNEAK DAMAGE Rogue BONUS Level Misc	6						
d6 = (÷2) +							
(Round up)	7						
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:	8						
SNEAK ATTACK Rogue RANGE LIMIT Level							
ft = 30 ft + 10 ft × (÷ 3)	9						
(Round down) It is not multiplied by critical hits.							
It cannot be non-lethal unless using a non-lethal weapon.	10						
MASTER STRIKE							
A successful sneak attack can also deliver one of: Level • Sleep for 1d4 hours	11						
• Paralysed for 2d6 rounds • Slain							
MASTER STRIKE Rogue	12						
FORTITUDE DC Level $= 10 + (\div 2) + INT$							
Master strike cannot be used again on the same target within	13						
24 hours, whether they pass the Fortitude save or not.							
	14						
