

# 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

d6

$$= \left( \text{Rogue Level} \div 2 \right) +$$

(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

$$= 30 \text{ ft} + 10 \text{ ft} \times \left( \text{Rogue Level} \div 3 \right)$$

(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
- Paralysed for 2d6 rounds
- Slain

MASTER STRIKE  
FORTITUDE DC

Rogue  
Level

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

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

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

1

2

3

4

5

6

7

8

9

10

11

12

13

14