**Marksmanship Sniper**

*A precision-focused sniper that ambushes enemies from cover, weakening them before finishing them off with high-powered shots.*

**Core Abilities (Single-Target Focused)**

**Opening Attack & Debuffs**

* **Corrosive Dart** – A damage-over-time ability that weakens the enemy. Apply once every **18 seconds**, no need to spam.
* **Penetrating Blasts** – A **channeled** ability that **reduces the enemy's defenses** and deals high damage. Best used **after Ambush** for maximum damage.

**Primary Damage Abilities**

* **Ambush** – The **main source of burst damage**. Has a cooldown and slow cast time but can be **sped up** by using **Snipe twice** beforehand.
* **Snipe** – A **spammable filler** attack. Always use **two Snipes in a row** to **buff Followthrough** and **speed up Ambush**.
* **Followthrough** – **A powerful follow-up attack** that enhances Snipe. Always use it when available.

**Execution & Finishing Moves**

* **Takedown** – A powerful **execute ability**, available only when the target is **below 30% HP**. Can be triggered by **Ambush** and should only be used when glowing.
* **High-Powered Shot** – Ignores shields and deals massive damage. Perfect for finishing off weakened targets.

**Area of Effect (AoE) Abilities**

* **Suppressive Fire** – A **wide-area attack**. Deals **great AoE damage**, especially when buffed by **Ruthless Efficiency (+25% damage)**. However, it’s very **energy expensive**, so use carefully.
* **Orbital Strike** – A high-damage AoE ability that covers a set area. Available as a **choice at level 68** for additional AoE damage.
* **Shrap Shot** – Causes **Ambush** to deal **splash damage** to nearby targets and slows them by **30% for 6 seconds**.
* **S2**
* gain **50% movement speed** and **immunity to movement-impairing effects** for **6 seconds**.

**Damage Mitigation & Energy Management**

* **Ballistic Dampers** – Entering cover grants **3 charges**, each absorbing **30% of incoming damage**. Can trigger only **once every 1.5 seconds** and regenerates every **6 seconds**.

**Passive Enhancements & Tactical Buffs**

* **Targeted Ambush** – Increases **critical hit damage** of **Ambush by 20%**.
* **Ruthless Efficiency** – Increases **Suppressive Fire’s damage by 25%**.
* **Close Quarters Evade** – **Reduces damage from enemies within 10 tiles by 25%**.
* **Laze Target** – A **green buff** that makes your next **two Ambushes** deal **automatic critical damage**.