

## Description:

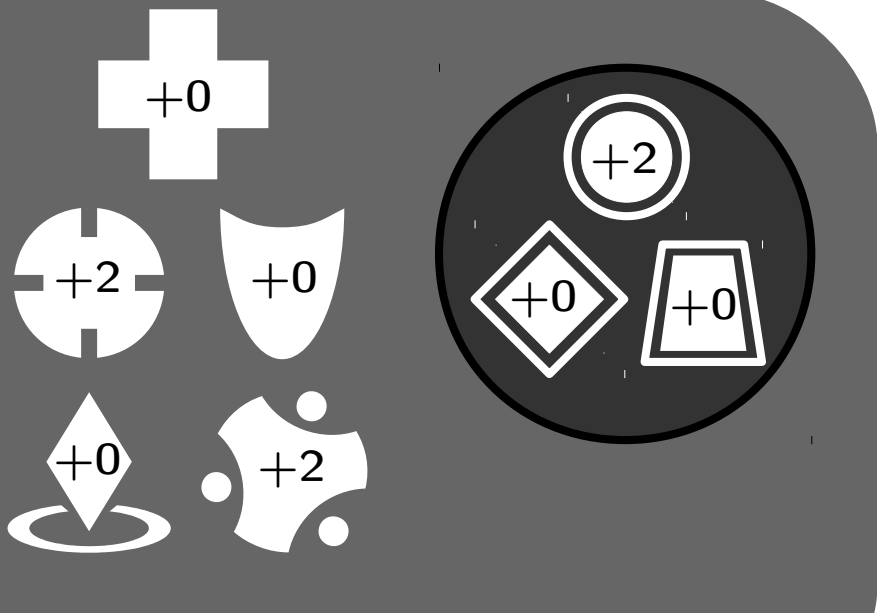
There is no need to get into the thick of combat and risk personal harm. A well placed bullet from a suitable distance is all you ever really need.

## Strategy:

The sharpshooter class acts as a good way for more fragile individuals to get involved in combat, while providing options for significant damage and combat control. Combine with more rough and ready classes to avoid being caught unprepared in an ambush. Combine with stealth and logistics classes in order to be the one laying the ambush.

## Starting Bonuses:

- ☐ +2 Stealth and Survival
- ☐ +3 Perception
- ☐ +1 attack when using rifles
- ☐ **Equipment:** Hunter's rifle. 2d8 damage, ×3 critical hits, crit. hit range 19-20.
- ☐ **Equipment:** Binoculars. +3 perception when distance is a concern.



## Character details:

Answer one (or more) of the following backstory details.

Your job (presumably) involves killing people. What are your opinions on this? Is it just a job or means to survive, or do you have some goal or philosophy behind it? \_\_\_\_\_

---



---



---

Have you ever been married? If not, why not? If so, where are they now? \_\_\_\_\_

---



---



---



---

Who are you hunting? Why? \_\_\_\_\_

---



---



---

Why is a sniper (or amateur sniper) traveling with a team? What do you need from them? \_\_\_\_\_

---



---



---



---

What do you do to keep yourself entertained when staking out a location. \_

---



---

## Opportune Moment

During your turn, you may spend three beats to ready your rifle. Until your next turn, you may make a rifle attack during another character's turn, as if you had prepared an action. You need not specify what you were preparing for in advance.

Anyone damaged while attacking or defending takes a -2 penalty on their roll unless they pass a DC 15 will save. Anyone damaged while running or sprinting must make a DC 15 reflex save, or get knocked prone.

Anyone damaged while taking a skill check takes a penalty equal to the damage.

## Into the Fray

You suffer no penalty for firing into melee combat, and will never hit your allies accidentally, even on a critical failure.

## Effective Cover

You are a master of maximizing the effectiveness of cover. Whenever using cover you are innately aware of how sturdy it is, and what angles it leaves exposed. Double the defensive bonus gained by hiding behind cover. Gain +5 on all skill checks to find suitable cover.

## Steady Barrel

*Requires 1 Sharpshooter feat*

You gain a +1 attack bonus when using rifles as long as you have a stable surface to rest your rifle on. This includes tables, barrels etc. or even the ground if you don't mind lying prone. This bonus increases to +3 if you have not made any move since the beginning of your last turn.

## Sniper in the Shadows

Gain a +2 bonus on attack rolls vs anyone who is unaware of your location, and +4 against anyone who is completely unaware of any threat.

## Headshot

*Requires 3 Sharpshooter feats*

By aiming for the head you increase your chances of doing critical damage, but also your chances of missing outright.

When attacking, you may declare a headshot attack- increasing your critical range by X, and taking a -X penalty to your attack roll. X can be any positive number.

For example- if your critical hit range is only 20, and you pick X=3, then you suffer a -3 penalty on your attack roll, but your critical hit range extends from 20 to 16.

NOTE: if you roll a number that is in your extended critical hit range, but not high enough to actually hit your target, this will count as a miss. EG- picking X=13 will give you a massive critical hit range, but it won't do you any good if you have to roll a 26 to actually hit.

## In your Sights

*Requires 2 sharpshooter feats*

You may spend two beats to line up a future attack. If you do, pick out a target (write them on a piece of paper), during your next turn you gain a +3 attack bonus against this target, +5 if they have remained stationary the entire time.

## Executioner

*Requires 5 Sharpshooter feats*

Increase your critical hit multiplier with all rifles by 2.

## Called Shot

Before making a rifle attack, you may call one of the following effects. On a critical hit, the effect triggers:

- Kneecaps: target is immobilized.
- Arm: Target takes -6 on attack rolls.
- Silence: Puncture the targets lungs, making them incapable of speaking.
- Disarm: Instead of dealing damage, you blast a weapon out of their hands.
- Warning: target takes no damage, but is exquisitely aware of how much damage they *could* have taken. They must roll a will save to remain fighting (DC depends on how deadly the shot would have been).

Against non-humanoid opponents (such as beats or vehicles) other called shots may be appropriate. Please discuss with your GM.

## Nothing Personal

*Requires 3 Sharpshooter feats*

If a pre-planned assassination attempt against someone fails (IE, you and team don't manage to catch them), then you gain a +15 bonus on all subsequent skill checks made to track them down, research them, and just generally figure out where they are (which city, which hotel, and where they have dinner reservations).

Note this research can on occasion take time. That's okay. You have time.

You need not have this feat unlocked at the time of the original assassination attempt.