

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