

SNIPER

(ROGUE)

Sniper
Level

ROGUE TALENTS

Талантов
известно

Rogue
Level

Misc

From level 10, a Rogue
can take Advanced Talents

= (÷ 2) + (Round down)

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14

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

Подлый урон,
BONUS

Rogue
Level

Misc

d6

 = (÷ 2) + (Round up)

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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 ft + 10 ft × (÷ 3) (Round down)

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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:

Уровень • Sleep for 1d4 hours

20

• Paralysed for 2d6 rounds

• Slain

MASTER STRIKE
FORTITUDE DC

Rogue
Level

= 10 + (÷ 2) + INT

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Master strike cannot be used again on the same target within
24 hours, whether they pass the Fortitude save or not.