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

$\boxed{} \text{d6} = \left(\dfrac{}{} \div 2 \right) + \underline{}$

Rogue Level / Misc

(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

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

Rogue Level

(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

$\boxed{} = 10 + \left(\dfrac{}{} \div 2 \right) + \text{INT}$

Rogue Level

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

$\boxed{} = \left(\dfrac{}{} \div 2 \right) + \underline{}$

Rogue Level / Misc

From level 10, a Rogue can take Advanced Talents

(Round down)

1

2

3

4

5

6

7

8

9

10

11

12

13

14