



## THE SNIPER PRESTIGE CLASS:

Snipers are those individuals who for whatever reason kill for reasons of their own or for money. They are invariably a fantastic shot with a Sniper Rifle capable of dropping an enemy with a single shot from a mile or more away. The best snipers are a legend that instill fear throughout certain sectors of society, be they a crime syndicate sniper, political assassin, freelance killer for hire, religious slayer, government spook or secretive individual with some hidden agenda.

In the Dragon Empire, snipers although not common are present, existing in secret working for some group or nation or individual, with the advent of technology such as exists today they are indeed someone who can instill terror in folks by their mere mention. They practice day in day out perfecting their skills and can perform feats with their sniper rifle others simply cannot match.

**Hit Die:** d8

### Requirements

To qualify to become a Sniper, a character must fulfill all of the following criteria:

- **Feats:** Weapon focus (Sniper Rifle), Point blank shot, Far shot, Precise Shot
- **Skills:** Hide 5 ranks, Spot 8 ranks, Move silently 5 ranks.
- **Special:** Must have proficiency with Sniper rifles, must possess a Mw Sniper Rifle, and can never use ANY other ranged weapon other than their sniper rifle and use their sniper related abilities through them.
- **Base Attack:** +10

### Class Skills

The Sniper's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Escape Artist (Dex), Freefall (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Tumble (Dex), Urban Lore (Wis) and Use Device (Int).

Skill Points at Each Level: 3 + Int modifier.

### Class Features

All the following are class features of the Sniper prestige class:

- **Weapon and Armor Proficiency:** A Sniper is proficient with all high tech simple and martial weapons and light armor.
- **True Aim:** The aim of a Sniper is such that all shots fired from "his" Sniper Rifle (the one he designates as his own) are considered to be keen, doubling the threat range for that weapon.
- **Range Increment increase:** A Sniper is proficient at taking out foes at range, they are not comfortable up close and personal, often finding a roost or high spot where they can have a good view of the target and their surroundings, as well as having plenty of time to escape after the shot is taken. As such they are proficient in firing accurately at range, effectively increasing the range increment for their Sniper rifle by 10 feet per Sniper level.





- **Concealment Reduction:** A Sniper is capable of making the shot in many circumstance when normally it wouldn't be possible or very difficult because of concealment. As such at 2<sup>nd</sup> level they can reduce the miss chance percentage of concealment by 10%, this increases to a 20% reduction at 6<sup>th</sup> and a 30% reduction at 10<sup>th</sup>, this never reduces the miss chance percentage to below 0% against any opponent.
- **Dead Aim:** At 2<sup>nd</sup> level the aim of the Sniper is such that they can maximise damage done to a target, effectively increasing the critical multiplier by +1 (x2 becomes x3 etc.), at 7<sup>th</sup> level they increase the multiplier by +2 instead (x2 becomes x4).
- **Vitals Shot:** The May once per day ensure a single shot using their own designated sniper rifle which they know and are used too completely be an instant threat.
- **Take Aim:** At 4<sup>th</sup> level a Sniper can spend a full round action taking aim against a single stationary target and as a result gains a +2 circumstance bonus to the attack roll. At 8<sup>th</sup> level this bonus becomes +4.
- **Unwavering Accuracy:** The Sniper can 1/Day reroll any one attack roll made with his or her own personal sniper rifle that may have missed otherwise. He or she must however abide by the second roll regardless of whether or not it is higher or lower. The number of times per day this can be done increases at 7<sup>th</sup> and 9<sup>th</sup>.
- **True Strike (Sp):** As the ultimate skill for a sniper of 10<sup>th</sup> level they can 1/Day take a single shot, and have it as if affected by the *True Strike* spell, providing a +20 insight bonus to that one shot, making those occasions when that one single shot needs to hit possible, this is a full round action.

## The Sniper

Level	Attack	Fort	Ref	Will	Special
1 <sup>st</sup>	+1	+0	+2	+0	True Aim, Range Increment increase
2 <sup>nd</sup>	+2	+0	+3	+0	Dead Aim 1, Concealment Reduction 10%
3 <sup>rd</sup>	+3	+1	+3	+1	Vitals Shot
4 <sup>th</sup>	+4	+1	+4	+1	Take Aim +2
5 <sup>th</sup>	+5	+1	+4	+1	Unwavering accuracy 1/Day
6 <sup>th</sup>	+6	+2	+5	+2	Concealment Reduction 20%
7 <sup>th</sup>	+7	+2	+5	+2	Dead Aim 2, Unwavering Accuracy 2/Day
8 <sup>th</sup>	+8	+2	+6	+2	Take Aim +4
9 <sup>th</sup>	+9	+3	+6	+3	Unwavering Accuracy 3/Day
10 <sup>th</sup>	+10	+3	+7	+3	<i>True Strike</i> , Concealment Reduction 30%

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