



## SNIPER

### *Fire Unseen from a Distance*

Sniper Rangers are renowned for their unmatched accuracy and lethal ranged attacks. These skilled combatants specialize in taking down their enemies from afar, often from a position of height or concealment. They are experts in the use of firearms, as well as other ranged weapons such as bows and crossbows. The mere presence of a Sniper Ranger on the battlefield strikes fear into the hearts of their opponents, as they can quickly and silently eliminate targets without ever being seen.

#### LEVEL 3: HUNTER'S AIM

As a Bonus Action, you give yourself Advantage on your next attack roll on the current turn. You can use this feature only if you haven't moved during this turn, and after you use it, your Speed is 0 until the end of the current turn. If the attack hits, the attack deals an additional 1d8 damage of the weapon's type.

This damage increases to 1d10 at Ranger level 11, and 1d12 at Ranger level 17.

#### LEVEL 3: BONUS PROFICIENCIES

You gain proficiency with all firearms and the Perception skill.

#### LEVEL 7: FAR SHOT

Attacking at long range doesn't impose Disadvantage on your attack rolls with Ranged weapons, and your ranged attacks with weapons ignore Half-Cover and Three-Quarters Cover.

#### LEVEL 11: EVASIVE MANEUVERS

You gain the ability to move quickly when creatures are too close for a clean shot. You can move up to your Speed as a Reaction when an enemy ends its turn within 5 feet of you. This movement doesn't provoke Opportunity Attacks and you ignore Difficult Terrain during this movement.

#### LEVEL 15: ONE SHOT, ONE KILL

When you hit a creature with the attack that has Advantage from your Hunter's Aim feature, you can choose to deal maximum damage on the weapon's damage dice instead of rolling for damage.

You can use this feature three times and regain all expended uses when you finish a Long Rest.



ART:  
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