

Deadly Sniper

Most deadly snipers take pride in their formidable abilities, which allow them to take life quickly, quietly, and efficiently, then disappear into their surroundings without a trace. With their trusty firearm, deadly snipers ensures that a single shot disables their targets.

The deadly sniper is an archetype of the gunner class.

Gunsmith: The deadly sniper must pick the trainee rifle when gaining this ability. This otherwise functions as the gunner's gunsmith ability.

This ability modifies gunsmith.

Accuracy (Ex): At 2nd level, a deadly sniper halves all range increment penalties when making ranged attacks with a firearm.

This ability replaces precision aiming.

Precision Shot (Ex): Beginning at 2nd level, the deadly sniper adds a +1 insight bonus to his ranged attack rolls with firearms for every 10 feet the target is away from him to a maximum of his gunner level or first range increment (whichever is lowest, level 18 and 120 ft range would be a max of +12). The deadly sniper must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A deadly sniper cannot make a precision shot while striking a creature with concealment or cover. Any effect that hinders the deadly sniper's vision stops this ability from working.

To identify the vital spot, the deadly sniper must make a Perception check as a free action against a DC of 10 + 1/10 feet (100 feet = DC 20). If the deadly sniper gains the ability to flank with a firearm, this attack bonus also applies to shots against flanked targets.

This ability replaces a gunnery talent gained at 2nd, 6th, 10th, 14th, and 18th level.

Ranged Sneak Attack (Ex): At 3rd level, whenever a deadly sniper makes a firearm attack against a creature within 30 feet that is denied its Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), he deals an additional 1d6 points of damage. This damage increases by 1d6 every three gunner levels thereafter. Should the deadly sniper score a critical hit with his firearm attack, this additional damage is not multiplied. A deadly sniper cannot use sneak attack with a melee attack.

At 6th level and every three gunner levels thereafter, the range at which he can make a sneak attack increases by 15 feet.

This ability replaces cover fire.

High Ground (Ex): At 4th level, if a deadly sniper is at least 5 vertical feet above his target, he gains a +2 circumstance bonus to all attack rolls made against his target. The effective range of the deadly sniper's special abilities (such as Precision Shot and Point Blank Shot) is doubled.

This ability replaces a gunnery talent gained at 4th level.

Called Shot (Ex): At 5th level, the deadly sniper can attempt to strike a specific body part on an aimed target within the first range increment of his firearm, to cause various effects. The deadly sniper must declare his intention to attempt a called shot and designate the specific target and body part before the attack roll is made. The deadly sniper then makes ranged attacks as normal (can make multiple called shots as his number of attacks allowed). A successful attack deals weapon damage normally and causes debilitating secondary effects.

Conditions and penalties incurred by called shot lasts for 24 hours, or until the creature is successfully treated with a DC 15 Heal check, or until it receives the benefit of a *restora* spell or equivalent effect. If damage reduction completely negates the damage from a called shot, the called shot has no effect. If hit point damage does get through, the called shot has normal effects. Creatures immune to critical hits are immune to the effects of a called shot. Multiple successful called shots against the same body part or body parts of a single creature are not cumulative.

- **Arm:** Arms are the manipulating limbs of a creature, including tentacles. Wings are also considered to be arms for purposes of a called shot. Called shots to the arm suffer a –2 penalty to attack rolls.
 - **Called Shot:** A called shot to an arm deals no additional damage, but for 1d4 rounds, any attack rolls, ability checks, or skill checks made using the wounded arm take a –2 penalty. A flying creature shot in the wing must make a Fly check (DC 10 + damage dealt) to avoid descending involuntarily.
 - **Critical Called Shot:** A critical hit to the arm deals 1d4 points of Dexterity damage and 1d4 points of Strength damage. A successful Fortitude save (DC 10 + half of the gunner's level + his Dexterity modifier) halves the ability damage (minimum 1 point to each attribute). The target also suffers the effects of a called shot to the arm for 1d4 minutes.
- **Chest:** Called shots to the chest are aimed at the well-protected center of mass of a creature. Called shots to the chest suffer a –2 penalty to attack rolls.
 - **Called Shot:** A called shot to the chest deals no additional damage, but any skill checks caused by the hit (such as an Acrobatics check while balancing or a Climb check while climbing) take a –2 penalty.
 - **Critical Called Shot:** A critical hit to the chest deals 1d4 points of Constitution damage and fatigues the target. A successful Fortitude save (DC 10 + half of the gunner's level + his Dexterity modifier) (made after the Constitution damage is applied) negates the fatigue. The creature also suffers the effects of a called shot to the chest.
- **Ear:** Ears are the organs used to hear. Creatures without visible ears generally aren't susceptible to called shots to that location. Called shots to the ear suffer a –10 penalty to attack rolls.
 - **Called Shot:** A called shot to the ear deafens that ear for 1 round, and imposes a –2 penalty on Perception checks. A creature that loses hearing in all ears is deafened until hearing is returned by way of the *restora* spell or a similar effect.
 - **Critical Called Shot:** A critical hit to the ear deafens that ear for 2d6 minutes and leaves the target staggered for 1 round. The target also suffers the effects of a called shot to the ear for that duration.
- **Eye:** Eyes include whatever organs a creature uses to see. Generally, a creature can't be blinded until it has lost all vision in all of its eyes. Creatures with five or more eyes take no penalties from called shots to their eyes until they're blinded in enough eyes to bring them down a single functional eye, but can still be blinded in that eye by a critical hit. Called shots to the eye suffer a –10 penalty to attack rolls.
 - **Called Shot:** A called shot to the eye gives all of the target's foes concealment against its attacks for 1 round and gives it a –2 penalty on Perception checks. If the creature only has one functional eye prior to the called shot, it is blinded for 1 round instead.
 - **Critical Called Shot:** A critical hit to the eye costs the target's sight in that eye for 1d4 minutes. The target also suffers the effects of a called shot to the eye for that duration.
- **Hand:** Hands include most extremities used for fine manipulation. Called shots to the hand suffer a –5 penalty to attack rolls.
 - **Called Shot:** For 1d4 rounds, any attack rolls, damage rolls, ability checks, or skill checks made using the wounded hand take a –2 penalty, including attack and damage rolls with two-handed weapons. In addition, the target takes a –4 penalty to its CMD to resist disarm attempts, and drops its weapon (if any) on an attack roll result of a natural 1.
 - **Critical Called Shot:** A critical hit to the hand deals 1d4 points of Dexterity damage. In addition, the target drops anything it is holding in that hand unless it succeeds at a Reflex save (DC 10 + half of the gunner's level + his Dexterity modifier). Items held in two hands aren't dropped, but the target still loses its grip with the injured hand. The target also suffers the effects of a called shot to the hand for 1d4 minutes.

- **Head:** Called shots to the head suffer a –5 penalty to attack rolls, as most creatures show some skill at dodging attacks aimed at their faces. Some creatures lack a proper head altogether. Creatures with multiple heads must be hit by called shots to all their heads in a single round to suffer ill effects, and even then, only suffer the least effect that is inflicted on any single head.
 - **Called Shot:** A called shot to the head leaves the target sickened for 1d4 rounds.
 - **Critical Called Shot:** A critical hit to the head deals 1d6 points of Intelligence, Wisdom, or Charisma damage (randomly determine which) and staggers the target for 1d4 rounds. A successful Fortitude save (DC 10 + half of the gunner's level + his Dexterity modifier) prevents the target from being staggered. The target also suffers the effects of a called shot to the head for 1d4 minutes.
- **Heart:** A called shot to the heart represents an attempt at a killing blow. If the hit isn't a critical hit, the attempt fails and is just a normal hit. A called shot to the heart can be used for any small, likely fatal location on a creature, such as the only weakness on an unimaginably ancient red dragon. Called shots to the heart suffer a –10 penalty to attack rolls.
 - **Called Shot:** A called shot to the heart is just a normal hit with no extra effect.
 - **Critical Called Shot:** A critical hit to the heart pierces the organ, causing exhaustion and 1d4 points of Constitution bleed damage. A successful Fortitude save (DC 10 + half of the gunner's level + his Dexterity modifier) reduces this to fatigue and 1 point of Constitution bleed damage. In either case, stopping the bleeding requires either regeneration (spell or special ability), magic healing that heals as many points of damage (from one or more sources) as the original blow dealt, or a successful DC 20 Heal check that takes 1d4 rounds to complete.
- **Leg:** Legs are the ambulatory limbs of a creature. Called shots to the leg have no special effect on creatures with five or more legs. Called shots to the leg suffer a –2 penalty to attack rolls.
 - **Called Shot:** A called shot to a leg lowers the target creature's speed by 10 feet for 1d4 rounds if it has two or fewer legs, and by 5 feet if it has three or four legs. In either case, the creature's speed cannot be reduced below 5 feet per round. Called shots to the leg have no effect on creatures with five or more legs. Hitting the same leg more than once has no extra effect, but the speed penalty for hits on different legs stack. Additionally, any skill or ability checks involving movement (such as Acrobatics or Swim checks) take a –2 penalty for 1d4 rounds.
 - **Critical Called Shot:** A critical hit to the leg deals 1d4 points of Dexterity damage and knocks the target prone. A successful Fortitude save (DC 10 + half of the gunner's level + his Dexterity modifier) keeps the creature from falling prone. The creature also suffers the effects of a called shot to the leg for 1d4 minutes.
- **Foot:** Called shots to the foot aim to take away the target's ability to charge at their foes and take a –5 penalty to attack rolls.
 - **Called Shot:** A called shot to the foot stops the target being able to charge or run for 1d4 rounds.
 - **Critical Called Shot:** A critical hit to the foot deals 1d4 points of Dexterity damage and causes the target to become Immobilized, a Fortitude save (DC 10 + half of the gunner's level + his Dexterity modifier) to negate the status effect. The creature also suffers the effects of a called shot to the foot for 1d4 minutes.
- **Neck:** The neck makes for a difficult but rewarding target. Injuries to the neck keep a creature from speaking easily, and if blood vessels or the windpipe are damaged, such injuries rapidly lead to death. Creatures that lack vulnerable heads generally can't be attacked in the neck either. Called shots to the neck suffer a –10 penalty to attack rolls.
 - **Called Shot:** A called shot to the neck makes speaking above a hoarse whisper impossible for 1 round. Spells have a 20% chance of failing outright, as do attempts to activate command-word items (although for magic items, the use of the item is not wasted).
 - **Critical Called Shot:** A critical hit to the neck deals 1d6 points of bleed damage. In addition, the target must succeed at a Fortitude save (DC 10 + half of the gunner's level + his Dexterity modifier) or suffer a crushed windpipe and be unable to breathe or speak, possibly suffocating. A crushed windpipe can be repaired by magical healing (from one or more sources) that heals as many hit points of damage as the original hit dealt, or by a DC 25 Heal check to open up a hole into the windpipe. The latter check deals 2d6 hit points of damage, and leaves the creature still unable to

speak. If target makes its saving throw, it still suffers the effects of a called shot to the neck for 1d4 minutes.

- **Vitals:** The vitals correspond to the abdomen on a humanoid: critical organs not well-protected by bone. Attacks on the vitals can also include dastardly “low blows.” Vitals for non-humanoid creatures can include nearly any location that is relatively hard to hit, poorly protected, and debilitating if struck. Called shots to the vitals suffer a –5 penalty to attack rolls.
 - **Called Shot:** A called shot to the vitals leaves the target sickened for 1d4 rounds. A successful Fortitude save (DC 10 + half of the gunner's level + his Dexterity modifier) reduces this duration to 1 round. While sickened from the blow, the target cannot run or charge.
 - **Critical Called Shot:** A critical hit deals 1d4 points of Constitution damage. In addition, the target is nauseated for 1d4 rounds and sickened for 1d6 minutes. A successful Fortitude save (DC 10 + half of the gunner's level + his Dexterity modifier) negates the nauseated condition. While the target is sickened from the blow, it cannot run or charge.

This ability replaces evasion and improved evasion.

Still Shot (Ex): At 7th level, when he has cover provided by one or more trees, the deadly sniper reduces the penalty on Stealth checks to remain hidden while sniping by half his gunner level.

This ability replaces hairtrigger.

Deadly Range (Ex): At 9th level, when the deadly sniper makes an attack against a target who is within his firearm’s first range increment and completely unaware of his presence, that attack ignores the range limit on ranged sneak attacks, and if it is a sneak attack, he adds his sniper level as a bonus on his sneak attack damage roll. After this first attack, the target is aware of the sniper’s presence.

This ability replaces belly shot.