

Sniper

Some say that the sniper is the worst kind of assassin: a killer who waits silently in the shadows and then strikes from a distance without remorse. Snipers, of course, understand that such protestations about “cowardice” and “honor” regarding their profession are in fact merely the bleatings of sheep fearing the slaughter and pay them no heed. Most 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.

The sniper is an archetype of the archer class.

Overwatch Style (Ex): At 1st level, a sniper gains Overwatch Style as a bonus feat instead. In addition, the sniper is counted as having Weapon Focus for a chosen bow or crossbow.

This ability modifies and replaces archery style.

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

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

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

Precision Aim (Ex): At 3rd level, if a sniper makes a precision shot at a target, he can aim at that target as a free action, allowing him to apply his aim bonuses against that target (including to the normal ranged weapon damage roll).

This ability replaces evasion.

Deadshot (Ex): Also at 3rd level, when a sniper attacks with a bow or crossbow as a readied action, he may add double his Dexterity modifier (minimum +1) on his damage roll.

This ability replaces agile archer.

High Ground (Ex): At 4th level, if a 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 archer's special abilities (such as Precision Shot and Point Blank Shot) is doubled.

This ability replaces an archery talent gained at 4th level.

Improved Archery Style (Ex): At 5th level, a sniper may choose Overwatch Tactician as a bonus feat instead.

This ability modifies improved archery style.

Accuracy (Ex): At 6th level, a sniper halves all range increment penalties when making ranged attacks with a bow or crossbow.

This ability replaces fast movement.

Improved Deadshot (Ex): At 7th level, when a sniper attacks with a bow or crossbow as a readied action, his target is denied its Dexterity bonus to its AC.

This ability replaces quick shot.

Archery Style Mastery (Ex): At 10th level, a sniper may choose Overwatch Vortex as a bonus feat instead.

This ability modifies archery style mastery.

Quick Sniper (Ex): At 11th level, a sniper gains a bonus equal to half his archer level on Stealth checks when sniping.

This ability replaces improved evasion.

Hide in Plain Sight (Ex): At 17th level, the sniper can use the Stealth skill even while being observed.

This ability replaces volley.

Improved Ranged Cleave (Ex): At 19th level, when making ranged cleave attacks, the sniper no longer reduces his range increment.

This ability replaces ranged defense.