Mongoose Publishing Presents

Modern Playaids:

Sniper

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Introduction

It takes skill and patience to kill with a rifle. Whether it is the casual hunter going up into the mountains for an easy weekend of camping, the trained SWAT team member zeroing in on a hostage taker or the lone soldier operating in no-man's land, the ability to strike with impunity at great range has remained one of the chief roles of rifle weaponry.

There is much associated glamour attached to the skills of the sniper. The idea of having nothing but your own survival skills and ability with a rifle to separate success from failure, or even life from death, is an appealing one. It is just you against nature and the enemy. There are many wannabes, but few have what it takes to become a true sniper.

On the other hand, the acts of a sniper can often be seen as cowardly and much concern has been made of the ethos and even veneration of the sniper penetrating into civilised society. These are, after all, people who are trained to kill at great distances and whose targets will never be aware of their presence until it is too late. When snipers operate on covert missions during peace time, they may act as assassins. Whether they are murderers, plain and simple, may depend very much on what side of a national boundary you lie.

Whatever your perspective is, the role of the sniper has embedded itself in modern warfare and is becoming fast ingrained within law enforcement, assassinations and civilian hunting. It is little wonder that the line between professional sniper and murderers with rifles can become a little blurred at times.

What Makes a Sniper?

Taking the examples above of a hunter, underworld assassin, SWAT sharpshooter and military sniper, it is clear that each operates in a vastly different field with varying equipment, support and training. However, some abilities remain true among all of them. Each needs the knowledge and skill to get into a position of advantage, remain undetected by his targets and deliver a bullet that hits first time, every time.

Skill with a rifle is the last of these and, no matter how good a shot some sharpshooters become, there will be many who are still unsuited to becoming a sniper. The ability to size up locations and targets quickly is essential as this will allow a sniper to operate in even unknown territory – there are no stupid snipers. It will not always be possible for a sniper to conduct missions on familiar ground and knowing what a target is likely to do next has obvious benefits for successful completion of the mission.

Stealth is another obvious talent for a sniper and this is closely allied to patience. The patience to overcome the desire to take a quick shot and leave the area to get back to safety, the patience to lie in wait, for perhaps days at a time, for the target to reveal itself and produce the perfect shot. Snipers learn

to blend into their surroundings (given their relative targets, a process usually harder for the hunter than the military sniper, and not always necessary for the SWAT sharpshooter), to become one with the terrain in order to gain the best position possible without detection. Contrary to popular belief, this is not always the highest point on the battlefield – such locations can be difficult to access undetected, have poor lines of fire and can prove deadly if the sniper needs to relocate quickly upon being discovered.

Hunters may have companions, SWAT sharpshooters are likely to have an entire team nearby and military snipers often have spotters. However, every sniper learns to rely on himself above all else, ensuring that he knows where to position himself and when to take the shot.

So, what makes a sniper? Stealth, patience, utter self-belief and, last, being an incredibly good shot with a rifle. It is also an advantage to have no qualms about shooting a target in the back of the head when they have no idea that they are even in your sights. . .
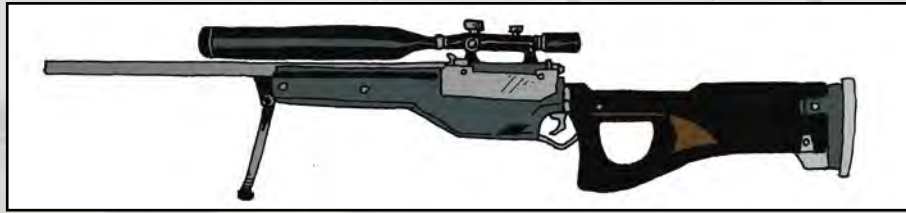
Using Snipers

There are two roles for snipers in your campaigns – either as player characters or NPCs under the control of the Games Master.

The latter is the easiest to place within a scenario as a foil for the player, as it avoids any moral conflict players may have about the nature of sniping. In this, quite simply, the sniper is the enemy, probably hunting the players or their allies, and it is up to the players to track him down and neutralise him. This is a classic example of how a low level NPC can give

relatively high level characters a great deal of trouble. A Games Master can take a low level character, give it a high Dexterity, a few well chosen feats and skills, along with a good sniper rifle and instantly create an enemy that can seriously endanger the players. If he is particularly mean, he may have several such NPCs in the immediate area – many snipers in warfare have not been professional soldiers at all and, armed with a rifle, they used their own natural skills to hunt and survive while their military fought in strength elsewhere.

By constantly relocating these snipers, the Games Master can create a lethal killing zone on one of his maps that may prove deadly to the best of players.

Having good stealth skills and being a good shot with a rifle are things that any player can mess around with on a character sheet in order to create a decent sharpshooter. However, to make that character a good sniper will take a certain degree of roleplaying and of actually understanding, in part at least, what it means to be a sniper. Above all else, the player himself will need to exercise patience. The very nature of his character will mean that it will often operate alone even when in joint missions with other characters. While they are storming down the door of the latest bad guy, the sniper character will have already moved himself into position. He will have to wait quietly while his comrades have all the 'fun' during a prolonged shootout and will only come into his own when the bad guy sees all is lost and tries to escape through the rear exit. One clean shot from the sniper at that point will mean success for all.

The downside, of course, is that while the other players were coming up with on the spur tactics, diving under cover and trading shots with pistols and assault weapons, the sniper player was literally doing nothing except watching and waiting. If he has a good view of the battlefield, the player can also serve a good role in communications, warning others when they are about to be flanked or when the enemy brings new reinforcements into play. On the whole, though, he will be largely inactive. It takes a special kind of player to enjoy this style of play but in doing so, he may well have the most lethal character in the entire party.

The Novice Sniper

Now we know what a sniper is and does, some players (and not a few Games Masters!) will be eager to create one for their next campaign. How best to create a novice sniper using the D20 Modern rules?

For a start, any character can learn the discipline to become a sniper but some will be born with the talent. Fast Heroes in particular will be naturals and will gain many unique abilities that will provide good defensive measures for them if they are ever detected. Smart Heroes, too, can make for good snipers.

The ideal sniper will have a background in the military or perhaps law enforcement and, as well as weapons training, will have concentrated his skills into those that will allow him to move stealthily or lean towards survival in the wilderness. Throughout his life, he will have expressed an intense passion for rifles and is likely to have had the opportunity to start shooting at a very young age.

The primary skills a novice sniper should possess (those that he should have at near maximum ranks) are Hide, Listen, Move Silently, Spot and Survival.

Of secondary benefit will be Climb, Concentration, Disguise, Navigate, Search, Swim and Treat Injury.

A good combination of these skills will result in a well-rounded sniper who can depend on his own mettle when alone in the field.

Many gunslinging characters will try every trick in the book to attain as many weapon related feats as possible. A trainee sniper, however, can be more selective. After all, he is unlikely to need to use his rifle while running and nor will he be required to constantly bring his weapon to bear in a fraction of a second – if he has done his job right in the first place, the weapon will be trained on the target long before a shot is taken.

For initial feat choices, therefore, a sniper should choose Far Shot before all else, as the benefits of raising range increments will be of far greater benefit at the distances a sniper usually works at than the +1 bonus from Weapon Focus. Given the nature of sniper's waiting for the best shot before acting, Dead Aim will also prove of great benefit. Once these two feats have been taken, only then should the dedicated sniper begin looking at others such as Alertness, Endurance, Improved Initiative, Quick Reload, Stealthy, Toughness and, of course, Weapon Focus. Many snipers never touch the Point Blank Shot and other related skills in its tree. If a sniper was ever forced to use them, he would likely be in a terminal situation anyway.

Finally, once a sniper has had this initial training, it is time to choose a weapon. This is a matter of great import to a sniper as it often characterises the kind of sniper he is. Will he go for sophisticated rifles with night vision scopes and electronic range finders? Or does he believe such devices on serve to separate the sniper from his target and therefore rely on low-tech bolt action rifles and hand-picked ammunition?

It is inevitable that when eyeing up the weapons table in the D20 Modern rulebook, players will be drawn to the PSG-1. It is a fine rifle but it is also heavy, expensive and sometimes difficult to get hold of. Beyond this, of course, is the Barrett Light Fifty which takes the benefits (and drawbacks) of the PSG-1 to extremes.

However, it will soon become clear that, in the hands of a good sniper, *any* rifle is an extremely lethal weapon. Even something as basic as an AK-47 can become a superior weapon when wielded by a trained sniper and it has the advantage of being extremely durable. Another weapon to consider, perhaps

the best all-round budget rifle for sniping, is the Winchester 94. Do not be discouraged by its description as a hunting rifle, with all the civilian connotations that implies. It is a very straight shooter, light, cheap and still makes a mess of any target on the receiving end.

Sniper Training

Once the novice sniper has made a few successful kills and his aptitude for the role is clear, he will naturally want to progress his training. Here we look at some of the advanced skills and abilities open to good snipers.

New Uses For Old Skills

Snipers are an inventive and self-reliant group and often discover new ways of doing things for themselves. This process makes each sniper unique as he approaches any problem with his own disciplined style. The following are new uses for existing skills that are particularly well suited to snipers though Games Masters may permit other characters to use them where appropriate.

Climb (Str)

Normal Use: With the Climb skill, a character can scale cliffs, scramble up walls, or climb trees. He also knows how to use various climbing tools.

New Use (Rappel): By anchoring a line at the top of a cliff or similar vertical surface, a character can quickly but safely drop by sliding down the line and using the vertical surface to break his speed. The character must have enough rope to reach the bottom of the surface or he will stop at a point equal to his line's length. He moves downwards at a rate equal to twice his base speed. While rappelling, a character retains any bonuses to his Defence. Rappelling requires a DC 10 Climb check. On a failure, the character slams into the vertical surface and drops too fast, taking damage as if he had fallen half the surface's height.

Disguise (Cha)

Normal Use: With a few props, some makeup, and a bit of time, a character can modify the appearance of himself or another person. He may also impersonate a particular person.

New Use (Blend In): The character can move into a large crowd of people and slightly change his appearance to resemble those around him. This allows the character to make a skill check without spending time creating a disguise. However, he may only use Disguise in this manner if there is a group of people nearby that he can escape into. For example, a character could blend into a small group of homeless by grabbing a nearby filthy, soiled cloak, draping it over his shoulders, and sitting down among them. Obviously, this skill does not prevent anyone who witnessed the attempt from pointing the character out to any pursuers or enemies.

New Use (Camouflage): The character knows how to hastily combine face paint, debris, and other items to camouflage

himself or someone else. Using Disguise in this manner requires a skill check at DC 15. On a successful check, the recipient of a disguise gains a +2 competence bonus to Hide checks made in areas with heavy undergrowth or debris. This Disguise check is made in secret, so only the Games Master knows if the camouflage is truly effective.

Hide (Dex)

Normal Use: This skill is used to keep out of sight, evading the watchful gaze of others. A character sneak behind debris or use shadows to conceal his presence.

New Use (Tail): A character can discreetly follow another person, using the crowds or other cover to conceal his presence. He will keep his quarry in sight while remaining far enough in the background (up to 50 ft.) to evade sight. Every ten minutes of the pursuit, make a Hide check opposed by the target's Spot skill. Note that if the character is following several people travelling as a group, every person pursued makes a Spot check. Victims consciously looking for someone tailing them gain a +2 competence bonus to their check, whilst unsuspecting victims receive a –2 competence penalty.

Listen (Wis)

Normal Use: This skill is used to detect someone sneaking up on a character, hear a whispered voice, or listen in on someone's conversation.

New Use (Ear for Detail): Not only can the character detect noises but he is also an expert at identifying their source. After a successful Listen check has been made, the character can immediately attempt another to discern greater detail. The character can hear not only the scrape of boot against a floor but also recognise the pace of the footsteps and the distinctive sound of hobnailed boots, allowing him to identify an intruder as a soldier wearing a shell jacket before he comes into sight. If the character had met the soldier before, he would also recognise his stride and know exactly who approaches. If the character beats the DC of a Listen check by 20 or more, he attains an extraordinary success. This allows him to determine the precise source of a noise, such as the type of creature, what actions might cause the noise, and so on.

Move Silently (Dex)

Normal Use: The character treads carefully as he walk, muffling the sounds of his footsteps and allowing him to sneak up on others.

New Use (Whispery Movement): As the character quietly moves near an enemy, he can cause a moderate amount of noise designed to draw his opponent's attention away from his position, such as throwing rocks or other small items away from him. In doing so, the character suffers a –2 competence penalty to his Move Silently check. In return, if he makes a Hide check within 2 rounds of moving silently, he gains a +2 competence bonus if his Move Silently check was successful.

Spot (Wis)

Normal Use: A character can use this skill to pick out visual cues and other details,

such as a target sneaking down an alleyway or another sniper hidden in a ruined building.

New Use (Hawkeyed): The character's sense of sight and eye for detail are so well-refined that he can pick out minor characteristics at a great distance. Make a Spot check at DC 15 + 2 per 10 feet of distance when looking at a target more than 30 feet away. On a successful check, the character picks out details on the target as if it were only 10 feet away. Obviously, even extremely small creatures exhibit no real detail at a 10 ft. distance, so the Games Master is free to use his judgement as to what can really be seen. The check suffers a –2 competence penalty against small and tiny creatures. For each size category above medium-size, a +2 competence bonus is added to the check.

New Feats
Once the basic abilities of sniping have been learned, a trainee can access higher level disciplines that make him far superior to any mere rifleman. These incredible talents are represented by the following new feats.

Improved Far Shot
Your keen eye allows you to sight targets a great distance away.
Prerequisites: Far Shot
Benefit: When you use a longarm weapon, its range increment is increased by two. This feat can only be used with longarm weapons and does not stack with Far Shot.

Master Shot
Even those who cower under cover cannot avoid your bullets.
Prerequisites: Weapon Focus (any rifle), base attack bonus +4 or higher.
Benefit: When using a longarm against a target in cover or concealment, you may count the target as being in one level less of cover or concealment, as appropriate. For example, if you are targeting a cover who is claiming one-half cover, they will actually receive only one-quarter cover against your attack.

Team Sniper
You have learned how to co-ordinate your fire with other snipers.
Prerequisites: Base attack bonus +1 or higher.
Benefits: You gain a +1 bonus to your attack roll for every ally who fired upon your target earlier in this round.

Trained Assassin
You are a minister of death, preying for war when armed with a rifle.
Prerequisites: Weapon Focus (any rifle), base attack bonus +8 or higher.
Benefit: Whenever you use an aiming action, you may choose to zero in on a particularly critical part of the target. You will lose any bonus to hit from aiming and will suffer an additional –4 penalty to your attack roll. If your attack is successful, it will automatically count as a critical hit.

Aiming Actions
Snipers pride themselves on their sharpshooting abilities, and are able to drill a dime at fifty feet with ease. Achieving this level of accuracy requires skill, dedication and a steady hand.

Instead of just blasting away at the enemy, any longarm weapon may be aimed in order to gain a higher degree of accuracy. In order to do this, the longarm must be braced against a solid object (such as a wall or tree), be mounted upon a bipod or tripod, or the character must be prone while both aiming and firing. Aiming a weapon is a full round action. A character must keep the target in view during every aiming action and must remain stationary himself (he may not even take a 5-foot step). If the target disappears from sight during this time, any rounds spent aiming are wasted. This full round action cannot be combined with acquiring a target through a scope – a separate full round action must be used to do this.

For every continuous round spent aiming a ranged weapon at a single target, a character will receive a +1 bonus to his attack roll, up to a maximum of a +4 bonus. A character may fire his weapon immediately after an aiming action, as part of his last aiming action. A weapon aimed in this way may only be used as a Single Shot weapon and only one attack may be made. In addition, the character may not combine an aiming action with the Dead Aim feat. He must choose to use one or the other. The feat reflects training in acquiring targets quickly and accurately in an emergency while aiming actions represent the typical sniper's patience in waiting until the best shot can be taken.

If a character is wounded or otherwise distracted whilst aiming, a Concentration check must be made, as detailed on the table below. If this check is failed, then all bonuses gained from aiming are lost.

Distraction	Concentration Check DC
Damaged while aiming	10 + damage dealt
Continuous damage while aiming	10 + half of continuous damage last dealt
Vigorous motion	10
Violent motion	15
Extraordinarily violent motion	20
Entangled in net or snare	15
Grappled or pinned	20
In high wind with blinding rain or sleet	5
Weather is driving hail, dust or debris	10

Tools of the Trade
Once a sniper has the talent, he then needs the tools. This is an expanded list of equipment and weaponry that is particularly suited to snipers, though certain items may also be of interest to other characters. Once suitable tooled up, an expert sniper can turn himself into a world-class sharpshooter.

Advanced Rifle Suppressor: Though it is impossible to completely silence most rifles, advancements in supression technology can make it more difficult for a sniper to be detected. The advanced rifle suppressor functions in an identical manner to the suppressors found in the d20 Modern rulebook but increases the Listen check to pinpoint the user to DC 28.

Equipment	Size	Weight	Purchase DC	Restriction
Advanced Rifle Suppressor	Small	4 lb.	20	Mil (+3)
Advanced Scope	Small	4 lb.	24	Mil (+3)
Automatic PSG-1 Modification	-	+1 lb.	14	Res (+2)
Bipod	Small	2 lb.	5	-
Body Sling	Small	2 lb.	8	-
G3 Magazine	Tiny	0.5 lb.	4	Lic (+1)
Improved Ghillie Suit	Med	4 lb.	12	-

extremely solid firing position, though the user has to remain stationary while using it.

Body Sling: Many snipers swear by a backup weapon, to be used when surprised and their main rifle is out of position. The body sling is a multi-adjustable device that keeps one Medium-sized weapon (the H&K MP5K is often preferred in this role) pinned close to the sniper's front or side. When the weapon is grabbed, the sling allows it enough freedom of movement to be brought into a ready firing position quickly and easily, granting the user the benefits of the Quick Draw feat with this weapon only. When dropped, the sling automatically retracts the weapon back to the user's side or front.

Advanced Scope: Advanced scopes incorporate many electronic devices designed to gauge range, improve visibility in poor conditions and optimise the sniper's talents in order to deliver the acclaimed one shot, one kill. The advanced scope acts as both a standard and electro-optical scopes found in the d20 Modern rulebook. However, when combined with aiming actions, the bonus gained to attack rolls is doubled to +2 for every round spent aiming, up to a maximum of +8.

Automatic PSG-1 Modification: As it shares many common internal components with H&K's G3 series of longarms, some snipers choose to modify their beloved PSG-1's in order to grant them Automatic fire. This is usually done to give the sniper another option when detected by an enemy and gives him a viable battle rifle. The downside is that the highly tuned PSG-1 can rarely take this abuse for long. The PSG-1 immediately gains the Auto rate of fire. However, if it ever rolls 1 for any attack roll, it will immediately lose its +1 bonus to attack rolls for being mastercrafted. Most PSG-1's modified in this way use the same 20 box magazines as the G3 which can be used without further modification.

G3 Magazine: The magazines of the H&K PSG-1 and G3 are interchangeable, something some snipers take advantage of in order to avoid constantly running out of ammunition in a full-scale battle. Using a G3 20-round magazine in a PSG-1 adds 1 lb. to the weight of the weapon. It should also be noted that many sniper 'purists' look down on those who use expanded magazines as novices who cannot hit what they are aiming at first time round. . .

Improved Ghillie Suit: Acting in every way as the standard ghillie suit found in the d20 Modern rulebook, this item is far lighter and allows a greater degree of mobility. It imposes no penalty to Dexterity-based checks.

Bipod: A simple attachment that can be made to any longarm manufactured, the bipod is an adjustable pair of legs that clips on to the foreguard of a rifle. When extended, this provides an

Longarms

AWS (7.62mm sniper rifle): Manufactured by Accuracy International in England, the AWS is derived from the L96A1. Incorporating an advanced rifle suppressor that runs the entire length of the barrel and a standard scope. It is a very quiet weapon and its subsonic rounds do not automatically alert

Longarm	Damage	Critical	Type	Range	RoF	Mag.	Size	Weight	Purchase	Res.
AWS	2d8	20	B	90 ft.	Single	10 box	Large	13 lb.	20	Res (+2)
Gepard M3	3d6	20	B	140 ft.	S	5 box	Huge	44 lb.	25	Res (+2)
Harris/McMillan M86	2d10	20	B	100 ft.	Single	4 box	Large	11 lb.	18	Lic (+1)
Harris/McMillan M93	2d12	20	B	110 ft.	Single	5 box	Large	21 lb.	20	Res (+2)
Parker-Hale M85	2d8	20	B	90 ft.	Single	10 box	Large	14 lb.	16	Lic (+1)
Tikka Model 65 Master	2d8	20	B	80 ft.	Single	10 box	Large	10 lb.	13	Lic (+1)
Voere M2185SM	2d10	20	B	100 ft.	S	10 box	Large	8 lb.	17	Lic (+1)

bystanders that the weapon has been fired in the way other longarms fitted with suppressors do.

Gepard M3 (.50 sniper rifle): Regarded as the most powerful sniper rifle in the world, the M3 will quickly tire all but the strongest sniper, given its weight and length. The position of the box magazine, in addition, restricts the weapon to right-handed users and it is generally thought to be more trouble than it is worth, despite its great power. The M3 comes complete with a bipod as standard.

Harris/McMillan M86 (7.62mm sniper rifle): Contrasting with many of the more advanced rifles here, the M86 is a North American rifle that concentrates on simplicity and is thus utterly reliable when in the field. It comes fitted with a bipod as standard.

Harris/McMillan M93 (.50 sniper rifle): Simply an enlarged version of the M86, the M93 is a powerful yet traditional looking sniper rifle – it is the weapon's size, weight and length that give away its true potential. A bipod is fitted as standard.

Parker-Hale M85 (7.62mm sniper rifle): Once considered for use in the British Army, the Parker-Hale was subsequently rejected, but has enjoyed usage throughout the world in smaller militaries and police forces. Incorporating a bipod as standard, this weapon is both cheap and reliable, as sniper rifles go.

Tikka Model 65 Master (7.62mm sniper rifle): A modified 1898-pattern Mauser, this competition rifle has found a role in some police forces of Northern Europe but it lags behind many other sniper rifles in terms of performance. It is, however, reasonably cheap and light.

Voere M2185SM (7.62mm sniper rifle): An auto-loading competition-grade rifle from Austria, this weapon is typical of stock equipment that is sometimes pressed into sniping service, whether by law enforcement officials or terrorists. Comes fitted with a standard scope. This rifle also counts as a mastercraft weapon, granting a +1 bonus to all attack rolls.

The Elite Sniper

To become the best of the best takes time, experience and cold, hard discipline. Very few sharpshooters ever reach the heady heights of the elite sniper but those who succeed can claim to be the best trained killers in the world. No shot is too difficult for an elite sniper, no position to remote to access and no target is safe from his roving scope. The elite sniper can literally target enemies a mile away in high wind with a great degree of accuracy and must therefore be regarded as utterly lethal. Many elite snipers, as they progress through their careers, make a name for themselves either in military circles or the criminal underworld. This in turn can be traded as a rare currency as the elite sniper's reputation precedes him.

Requirements

To qualify to become an Elite Sniper, a character must fulfil the following criteria.

Base Attack Bonus: +4.

Skills: Hide 7 ranks, Knowledge (tactics) 4 ranks, Listen 5 ranks, Move Silently 7 ranks, Spot 5 ranks.

Feats: Dead Aim, Far Shot, Weapon Focus (any rifle).

Class Information

The following information pertains to the Elite Sniper advanced class.

Hit Die

The Elite Sniper gains 1d8 hit points per level. The character's Constitution applies.

Action Points

The Elite Sniper gains a number of action points equal to 6 + one-half his character level, every time he attains a new level in this class.

Class Skills

The Elite Sniper's class skills are as follows.

Climb (Str), Concentration (Con), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (tactics) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), Treat Injury (Wis).

Skill Points at Each Level: 5 + Int modifier.

Class Features

The following features pertain to the Elite Sniper advanced class.

Trademark Weapon: At 1st level, the Elite Sniper chooses one longarm. This type of weapon will become his trademark and whenever he uses it, he will gain a +1 bonus to attack rolls and a bonus to damage rolls equal to his class level. The Elite Sniper can only change his Trademark Weapon to another longarm when he advances a level in this class.

Hawk-Eyed: At 2nd and 7th level, the Elite Sniper finds that he has fine-tuned his eyes to a degree that a bird of prey would be
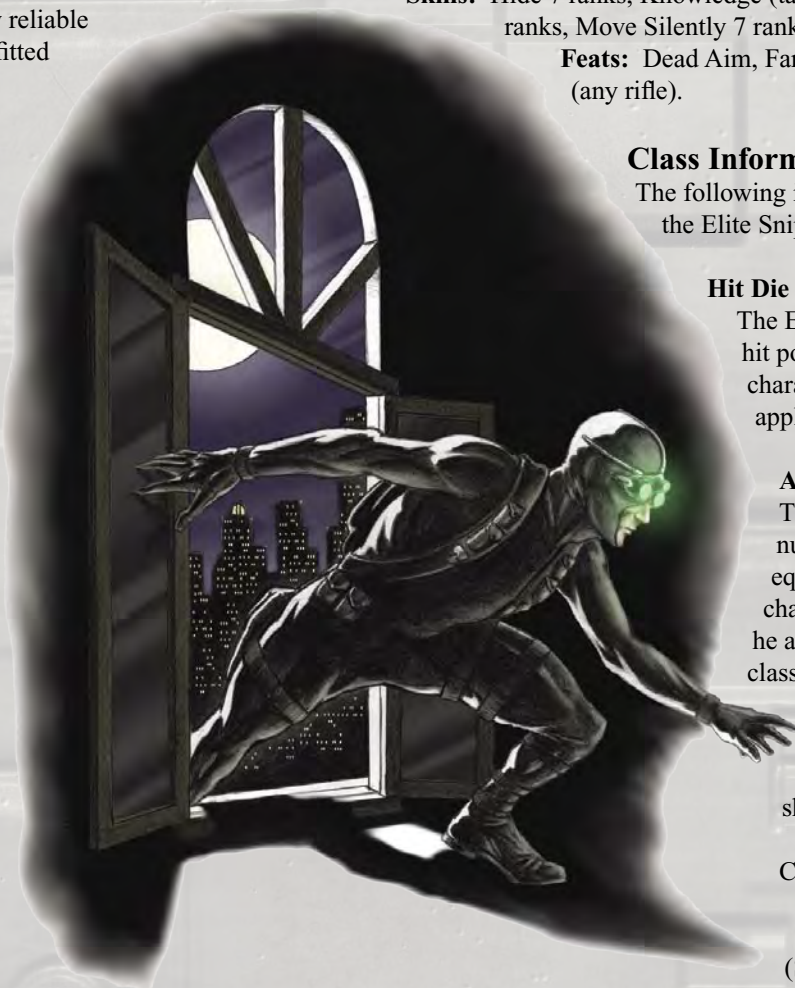
envious of. He gains a cumulative +2 bonus to Spot checks and increases the range increment of his Trademark Weapon by 20 feet every time this class feature is gained.

Bonus Feat: At 3rd and 6th level, the Elite Sniper finds new abilities as he continues his rigorous training. He gains a bonus feat, chosen from one of those detailed on p4.

Improved Critical: At 4th level, the Elite Sniper gains the ability to increase the threat range of his Trademark Weapon by one. A PSG-1, for example, will have its threat range increased from 20 to 19-20.

Cover Use: At 5th level, the Elite Sniper gains the ability to use cover and concealment to his best advantage, a vital trait while lying in wait for a target. As a full round action, he can secure himself within cover. So long as he does not move, the Elite Sniper will now gain cover or concealment, as appropriate, one step better than normal. For example, if the Elite Sniper has positioned himself round a corner, he would normally gain one-half cover. By spending a full round action positioning himself properly, he will now gain three-quarters cover. Note that this can effectively place an Elite Sniper in total cover while he is still able to fire, if he uses nine-tenths cover. This is when a sniper is at his most dangerous.

Additional Trademark Weapon: At 8th level, the Elite Sniper is sufficiently conversant with longarms as to be able to designate two as his Trademark Weapon and thus gain the appropriate benefits. This allows the accomplished sniper to choose weapons to fit specific missions.

Critical Strike: At 9th level, the Elite Sniper will automatically cause a critical hit whenever he scores a threat with his Trademark Weapon, without the need for a second attack roll to confirm the critical hit.

Ranged Killer: At 10th level, the Elite Sniper is capable of making coup de grace attacks at range. This may only be done against a target within his first range increment and he must make an attack roll as if making a normal attack against the target. In addition, a longarm must be used to make the attack. If he hits, the Elite Sniper will automatically gain a critical hit and the coups de grace attack is made as normal.

Level	BAB	Fort	Ref	Will	Special	Defence	Reputation
1	+0	+1	+1	+0	Trademark Weapon	+1	+0
2	+1	+2	+2	+0	Hawk-Eyed	+1	+0
3	+2	+2	+2	+1	Bonus Feat	+2	+1
4	+3	+2	+2	+1	Improved Critical	+2	+1
5	+3	+3	+3	+1	Cover Use	+3	+1
6	+4	+3	+3	+2	Bonus Feat	+3	+2
7	+5	+4	+4	+2	Hawk-Eyed	+4	+2
8	+6	+4	+4	+2	Additional Trademark Weapon	+4	+2
9	+6	+4	+4	+3	Critical Strike	+5	+3
10	+7	+5	+5	+3	Ranged Killer	+5	+3