

Sniper

Hidden in battle sits a sniper. Just as the battle seems to have reached its climax there are five muzzle flashes and five heads explode, ending the battle. As a sniper, your goal is to eliminate enemies from the shadows with trained precision. You are the last thing they never see.

Proficiencies:

- Skills: Big Guns, Sneak, +1 Choice
- Weapons: Rifles, Silenced Weapons
- Armor: Light Armor, Medium Armor

Starting HP: 10+ Endurance Modifier

HP per Level: 2d10 + Endurance Modifier

Level	Class Perk	Level 1 Perk	Level 3 Perk	Level 4 Perk	Proficiency Bonus
1	Cover of Distance	+1	+0	+0	+2
2	Buying Bulk	+1	+0	+0	+2
3	Lucky Shot	+0	+1	+0	+3
4	None	+0	+1	+0	+3
5	Precision Shooting	+0	+0	+1	+4

