**Sniper**

Credit to Mystify

1st Circle- Sniper's ShotEX: By spending a standard action to make a single ranged attack against a single target, the sniper can make a shot strike with devastating accuracy. A sniper's shot gains a +1 bonus to accuracy for every circle of sniper you possess, and 1d4 [Precision] damage per level.

2nd Circle- Long Range AccuracyEX:When using Sniper's Shot, the range penalties for firing outside of your weapons range are eliminated.

 2a Cloaked position: If you remain immobile, you do not take the -5 penalty to stealth for taking an offensive action due to Sniper's shot, however you do not benefit from the +2 modifier for being immobile.

3rd Circle- Sniper's aimEX: When using Sniper's Shot, you add 2x your KOM to damage. This increased to 4xyour KOM at 11th level, and 6x your KOM at 16th level.

4th Circle- Make Every Shot CountEX Once per Encounter per level, If you hit with a Sniper's Shot, the target must make a fortitude save equal to (10+1/2 your level + KOM) or be [Staggered] for 1 round.

5th Circle- KnockbackEX: When you hit with Sniper's shot, you can cause the target to be [Blown Away] from you. Snipers shot now deals 2d4[Precision] damage per level

6th Circle- Unstoppable shotEX: Once per encounter, as a free action, you may declare your next Sniper's Shot [Unstoppable]. An [Unstoppable] ability cannot be mitigated, reduced, or redirected.

7th Circle- Head shotEX: Once per encounter, you can declare you are taking a head shot. Your next attack will deal 10x your level in bonus damage. A successful Fortitude save (DC 10+1/2 level + KOM) halves the extra damage, and prevents the target from being reduces below 1hp. The target is [Battered] and [Bleeding], regardless if they make the save. This is a [Death] effect. You may not use head shot on an [Unstoppable] attack.