

KAMPFSTIL

Stufe	Style technique
2	
Stufe	Style skill
3	
Stufe	Style mantra
3	
Stufe	
4	
Stufe	
8	
Stufe	
12	
Stufe	
16	
Stufe	
20	

PSIONICS

MACHTPUNKTE PRO TAG = **Base Points** + **Bonus Punkte** + **Volks-bonus** + **Sonstiges**

Bonus Punkte = **WE** × **Psionische Stufe** ÷ 2 (abrunden)

Machtpunkte heute eingesetzt

MACHTSTUFE

Macht Stufe	Punkt Kosten	Macht Rettungswurf (SG)	Wilde Wogen Rettungswurf (SG)
0	0		
1	1		
2	4		
3	5		
4	7		
5	9		
6	11		

Power Save DC = 10 + WE + Power Level

EVADE ARROWS

Stufe **DODGE BONUS** = (**Marksman Level** + 2) ÷ 4

BONUSTALENTE

Stufe	
5	
Stufe	
8	
Stufe	
11	
Stufe	
14	
Stufe	
17	
Stufe	
20	

BEKANNTE MÄCHTE

MÄCHTE BEKANNT	MAX. MACHT STUFE	MACHTPUNKTE MAX. KOSTEN	Psionische Stufe
			=
Macht			Stufe Kosten
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			

WIND READER

As a swift action while maintaining psionic focus, add your **WIS** bonus to ranged attack rolls.

ANZAHL PRO TAG = 3 + **Marksman Level** + **Sonstiges**

Beute benützt

FAVOURED WEAPON

☐ **Bows:** (Kombositer) Langbogen, (Kombositer) Kurzbogen

☐ **Crossbows:** double crossbow, hand crossbow, heavy crossbow, light crossbow, repeating heavy crossbow and repeating light crossbow

☐ **Spears:** javelin, lance, pilum, shortspear, spear and trident

☐ **Thrown:** blowgun, bolas, boomerang, chakram, club, dagger, dart, halfling sling staff, javelin, light hammer, net, shortspear, shuriken, sling, spear, starknife, throwing axe, trident and wooden stake

Stufe **COMPETENCE BONUS** = (**Marksman Level** + 2) ÷ 4 + **Sonstiges**

COVER FIRE

Fire an arrow into a square (AC 10) to distract an enemy instead of doing damage. If enemy fails a reflex save, they're staggered for one round. A confirmed critical does normal damage.

Stufe **DODGE BONUS** = 10 + **GE** + (**Marksman Level** ÷ 2)

DISENGAGE

Stufe **7** When moving out of a threatened square, expend psionic focus to add **WIS** to Acrobatics rolls to evade attacks of opportunity. Move at full speed without increasing Acrobatic rolls.

DEFENSIVE SHOT

Stufe **13** Make ranged attacks without provoking attacks of opportunity.

RANGED SPECIALIST

Stufe **19** Critical multiplier is one higher. If you have the Far Shot feat, suffer no penalty for range increments instead.