MARKSMAN

Marksman Level

Psionische Stufe

KAMPFSTIL

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

PSIONICS

MACHTPUNKTE PRO TAG

$$\boxed{} = \underline{}_{\text{Base Points}} + \underline{}_{\text{Bonus Punkte}} + \underline{}_{\text{Volks-bonus}} + \underline{}_{\text{Sonstiges}}$$

Bonus Punkte → Psionische Stufe

Bonus Punkte

$$\underline{} = \mathbf{WE} \times \underline{} \div 2 \quad \text{(abrunden)}$$

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 **2**

DODGE BONUS

$$\boxed{} = \left(\underline{}_{\text{Marksman Level}} + 2 \right) \div 4$$

BONUSTALENTE

Stufe	
5	
8	
11	
14	
17	
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

$$\boxed{} = 3 + \underline{}_{\text{Marksman Level}} + \underline{}_{\text{Sonstiges}}$$

Beute benützt

FAVOURED WEAPON

Stufe **2**

- ☐ **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

COMPETENCE BONUS

$$\boxed{} = \left(\underline{}_{\text{Marksman Level}} + 2 \right) \div 4 + \underline{}_{\text{Sonstiges}}$$

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 **4**

DODGE BONUS

$$\boxed{} = 10 + \mathbf{GE} + \left(\underline{}_{\text{Marksman Level}} \div 2 \right)$$

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 proviking 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.