

STYLE DE COMBAT

Niveau Style technique

2

Niveau Style skill

3

Niveau Style mantra

3

Niveau

4

Niveau

8

Niveau

12

Niveau

16

Niveau

20

PSIONIQUES

POINTS DE POUVOIR PAR JOUR

Base Points

Bonus Points

Racial

Divers

=

+

+

+

Points de Bonus

Niveau de manifestation

=

SAG

×

÷ 2

(arrondi à l'inférieur)

Points de Pouvoirs utilisés aujourd'hui

NIVEAUX DE POUVOIR

Pouvoir Niveau	Coût Points	Pouvoir Sauvegarde DD	Wild Surge Save DC
0	0		
1	1		
2	4		
3	5		
4	7		
5	9		
6	11		

Power Save DC = 10 + WIS + Power Level

EVADER ARROWS

Niveau

2

DODGE BONUS

Marksman Level

=

(

+

2

)

÷ 4

DONS SUPPLEMENTAIRES

Niveau

5

Niveau

8

Niveau

11

Niveau

14

Niveau

17

Niveau

20

POUVOIRS CONNUS

POUVOIRS CONNUS

POUVOIR MAX NIVEAU

POINTS DE POUVOIR COUT MAX

Niveau de manifestation

=

Pouvoir

Niveau

Coût

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.

UTILISATIONS PAR JOUR

Marksman Level

Divers

Utilisation/jour

=

3

+

+

FAVOURED WEAPON

☐ **Bows:** composite longbow, composite shortbow, longbow and shortbow

☐ **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

Niveau

2

COMPETENCE BONUS

Marksman Level

Divers

=

(

+

2

)

÷ 4

+

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.

Niveau

4

DODGE BONUS

Marksman Level

=

10

+

DEX

+

(

÷ 2

)

DISENGAGE

Niveau

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

Niveau

13

Make ranged attacks without provoking attacks of opportunity.

RANGED SPECIALIST

Niveau

19

Critical multiplier is one higher.

If you have the Far Shot feat, suffer no penalty for range increments instead.