PSIONICS EXPANDED
MARKSMAN

Marksman Level

Manifester Level

СТИЛЬ БОЯ

Уровень Style technique
2

Уровень Style skill
3

Уровень Style mantra
3

Уровень
4

Уровень
8

Уровень
12

Уровень
16

Уровень
20

PSIONICS

POWER POINTS PER DAY = Base Points + Bonus Points + Рассовый + Прочее

Bonus Points

Manifester Level

= МУД × ÷ 2 (Округлять к меньшему)

Power Points used today

POWER LEVELS

Power Level	Point Cost	Power Save DC	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

EVADE ARROWS

Уровень 2 **DODGE BONUS** = (+ 2) ÷ 4

Marksman Level

Бонусные черты

Уровень
5

Уровень
8

Уровень
11

Уровень
14

Уровень
17

Уровень
20

KNOWN POWERS

POWERS KNOWN | **MAX POWER LEVEL** | **POWER POINTS MAX COST** = Manifester Level

	Power	Уровень	Цена
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.

ИСПОЛЬЗОВАНИЙ В ДЕНЬ = 3 + Marksman Level + Прочее

Uses today

FAVOURED WEAPON

Уровень 2

- ☐ **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

COMPETENCE BONUS = (Marksman Level + 2) ÷ 4 + Прочее

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.

Уровень 4 **DODGE BONUS** = 10 + ЛОВ + (Marksman Level ÷ 2)

DISENGAGE

Уровень 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

Уровень 13 Make ranged attacks without proviking attacks of opportunity.

RANGED SPECIALIST

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