

STILE DI COMBATTIMENTO

Livello Style technique

2

Livello Style skill

3

Livello Style mantra

3

Livello

4

Livello

8

Livello

12

Livello

16

Livello

20

PSIONICI

PUNTI POTERE PER DAY

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+

+

Punti Base

Punti Bonus

Razziale

Varie

Punti Bonus

Livello psionico

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2

(per difetto)

Punti Potere usati oggi

LIVELLI DI POTERE

Livello Potere	Costo Punto	CD TS Potere	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

EVADARE ARROWS

Livello DODGE BONUS

2

Marksman Level

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4

TALENTI BONUS

Livello

5

Livello

8

Livello

11

Livello

14

Livello

17

Livello

20

POTERI NOTI

POTERI NOTI

LIVELLO MAX POTERE

PUNTI POTERE COSTO MAX

Livello psionico

=

POTERE

Livello

Costo

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.

USI AL GIORNO

Marksman Level

Varie

=

3

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+

Usi oggi

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

Livello

2

COMPETENCE BONUS

Marksman Level

Varie

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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.

Livello

DODGE BONUS

4

Marksman Level

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DISENGAGE

Livello

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

Livello

13

Make ranged attacks without provoking attacks of opportunity.

RANGED SPECIALIST

Livello

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Critical multiplier is one higher.

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