PSIONICS EXPANDED Marksman Level				) <b>%</b>	KNOWN POWERS			
				POWERS KNOWN	MAX POWEI	R	POWER POINTS MAX COST	
MA.	KK2	MAI	Level	KNOWN	LEVEL	٦		Level
	COL	MBAT STY	/LE	<b>i</b>			=	
Level Style technique				Power			Le	evel C
2	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,			1				
vel Style	skill			2				
3				3				
evel Style	mantra							
3				4				
evel				5				
4				6				
evel				7				
8				8				
evel				9				
12				10				
evel				11				
6				12				
evel				12	WIND	READER		
0					le maintaining psionic focus, add y		ranged attack rolls	
		PSIONICS	,	USES	Marksman	our vvib bondo to		
	INTS Base		Racial Misc	PER DAY	Level Misc	_	Uses today	7
R DAY	Points	s Points			3 + +			
	=	+	+ +		EAVOIDE	ED WEAPON		_
					nposite longbow, composite shortboy			
	DO	WER LEVI	EL C	COMPETER	Level	Misc		
Power	Point	Power	ELS Wild Surge	<b>^</b>	_ = (+ 2 ) ÷ /	4 +		
Level	Cost	Save DC	Save DC	×	COVE	ER FIRE		
0	0			Fire an arrow i	into a square (AC 10) to distract an e	nemy instead of doi	ing damage. If enemy fails	s a reflex sav
1	1				ered for one round. A confirmed critical		iage.	
2	4			Level DODGE 4 BONUS	Marks Lev			
3	5			4	= 10 + DEX + (	÷ 2)		
4	7				- 10 + DEA + (			
5	9			X	DISE	NGAGE		
6					out of a threatened square, expend p	sionic focus to add	WIS to Acrobatics rolls	to evade atta
	11 DC = 10 + V	VIS + Power I	avel	7 of opportunity	v. Move at full speed without increasing			
Power Save DC = 10 + WIS + Power Level  EVADE ARROWS					DEFENS	SIVE SHOT		
Level DODGE Marksman				Level Make ranged a	attacks without proviking attacks of o	opportunity.		
BON		Level	,	13 Wake ranged a				
	=	( +	2)÷4	×	RANGED	SPECIALIST		
	BO	NUS FEA	TS		lier is one higher.			
vel		A COLLEN		19 If you have the	e Far Shot feat, suffer no penalty for r	ange increments in	sicdu.	
5								
vel				_				
8				_				
evel								
t <b>1</b> evel				_				
. <b>4</b>								
vel				_				
7								
evel				_				