

# MARKSMAN

## COMBAT STYLE

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

## PSIONICS

**POWER POINTS PER DAY**

	Base Points	Bonus Points	Racial	Misc
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

=  +  +  +

Bonus Points ↑ Manifester Level

= **WIS** ×  ÷ 2 (Round down)

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		

$$\text{Power Save DC} = 10 + \mathbf{WIS} + \text{Power Level}$$

## EVADE ARROWS

$$\text{Level } 2 \text{ DODGE BONUS} = (\text{Marksman Level} + 2) \div 4$$

## BONUS FEATS

Level <b>5</b>
Level <b>8</b>
Level <b>11</b>
Level <b>14</b>
Level <b>17</b>
Level <b>20</b>

## KNOWN POWERS

POWERS KNOWN	MAX POWER LEVEL	POWER POINTS MAX COST	Manifester Level
<input type="text"/>	<input type="text"/>	<input type="text"/>	= <input type="text"/>
Power			Level
1			Cost
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.

USES PER DAY

Uses today	Marksman Level	Misc
<div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>	<div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>	<div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>

$= 3 + \quad + \quad$

### FAVORED 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

**COMPETENCE  
BONUS**

**COMPETENCE BONUS** =  $\left( \frac{\text{Marksman Level}}{4} + 2 \right) \div 4 + \text{Misc}$

## 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.

$$\text{Level 4 DODGE BONUS} = 10 + \text{DEX} + \left( \frac{\text{Marksman Level}}{2} \right)$$

## DISENGAGE

**Level 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

Level <b>13</b>	Make ranged attacks without provoking attacks of opportunity.
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## RANGED SPECIALIST

**Level** Critical multiplier is one higher.

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