

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"/>

Manifester Level

Power Points used today

WIS

(Round down)

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

Level **DODGE** Marksman
2 **BONUS** Level

$$\boxed{} = (+ 2) \div 4$$

BONUS FEATS

Level 5
Level 8
Level 11
Level 14
Level 17
Level 20

KNOWN POWERS

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

USES PER DAY	Marksman Level	Misc	Uses today
<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>

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	Marksman Level	Misc
<div></div>	$(\quad + 2) \div 4 +$	

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.

Level **DODGE**
4 **BONUS**

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

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 13 Make ranged attacks without provoking attacks of opportunity.

RANGED SPECIALIST

Level Critical multiplier is one higher.

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