PSIONICS EXPANDED
MARKSMAN

Marksman Level

Livello psionico

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 AL GIORNO

	=	Punti Base	+	Punti Bonus	+	Razziale	+	Varie

Punti Bonus | Livello psionico

_____ = SAG × _____ ÷ 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

EVADE ARROWS

Livello 2

DODGE BONUS

Marksman Level

_____ = (_____ + 2) ÷ 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 QUOTIDIANI

_____ = 3 + _____ + _____

Marksman Level | Varie

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

_____ = (_____ + 2) ÷ 4 + _____

Marksman Level | Varie

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 4

DODGE BONUS

_____ = 10 + **DES** + (_____ ÷ 2)

Marksman Level

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 proviking attacks of opportunity.

RANGED SPECIALIST

Livello 19

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