

ESTILO DE COMBATE

| | |
|-------|-----------------|
| Nivel | Style technique |
| 2 | |
| Nivel | Style skill |
| 3 | |
| Nivel | Style mantra |
| 3 | |
| Nivel | |
| 4 | |
| Nivel | |
| 8 | |
| Nivel | |
| 12 | |
| Nivel | |
| 16 | |
| Nivel | |
| 20 | |

PSIÓNICA

POWER POINTS

AL DÍA

Puntos Base

Puntos Adicionales

Racial

Misc

=

+

+

+

Puntos Adicionales

Nivel de Manifestador

=

SAB

×

÷ 2

(Redondear abajo)

Puntos Poder usados hoy

NIVELES DE PODER

| Nivel de Poder | Coste Puntos | CD Salv Poder | 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

Nivel

2

ESQUIVA

BONUS

Marksman Level

=

(

+

2

)

÷ 4

DOTES ADICIONALES

| | |
|-------|----|
| Nivel | 5 |
| Nivel | 8 |
| Nivel | 11 |
| Nivel | 14 |
| Nivel | 17 |
| Nivel | 20 |

PODERES CONOCIDOS

| PODERES CONOCIDOS | MAX POWER NIVEL | PUNTOS DE PODER COSTO MAXIMO | Nivel de Manifestador |
|-------------------|-----------------|------------------------------|-----------------------|
| | | | = |
| Poder | | | Nivel Coste |
| 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.

USOS AL DÍA

Marksman Level

Misc

Usos Diarios

=

3

+

+

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

Nivel

2

COMPETENCE BONUS

Marksman Level

Misc

=

(

+

2

)

÷ 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.

Nivel

4

ESQUIVA

BONUS

Marksman Level

=

10

+

DES

+

(

÷ 2

)

DISENGAGE

Nivel

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

Nivel

13

Make ranged attacks without provoking attacks of opportunity.

RANGED SPECIALIST

Nivel

19

Critical multiplier is one higher.

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