PSionic	S EXPA	ndei	Marksman Level	1				POTERI	NOTI			Į.	
MAR	KSm	Ar			OTERI IOTI			VELLO MAX TERE		PUNTI POTE COSTO MAX	RE Live		
	LE DI CON										=		
Livello Style tec		IDAII	IIMENIO		POTERE						Livello	Costo	
2	1			1									
Livello Style skil				2									
3				3									
Livello Style ma	ntra			4									
3				- 5									
Livello				6									
4				7									
Livello 8				8									
Livello				9							_		
12				10									
Livello													
16				11							-		
Livello				12			_	WIND DE	ADED		_		
20					WIND READER As a swift action while maintaining psionic focus, add your WIS bonus to ranged attack rolls.								
×	PSI	ONICI		USI			ksman		VVID DONGS		15.		
PUNTI POTER PER DAY	i diiti	Punti	Razziale Varie		IORNO	L 1	evel \	Varie		Usi oggi			
	Base	Bonus				= 3 +	+_						
=	+		+ + +	_ X			FA	AVOURED	WEAPO	N		" (
Livello					☐ Bows: composite longbow, composite shortbow, longbow and shortbow								
Punti Bonus psionico					 Crossbows: double crossbow, hand crossbow, heavy crossbow, light crossbow, repeating heavy crossbow and repeating light crossbow 								
=	SAG ×		÷ 2 (per difet	to)				spear, spear and	trident				
	Punti Pote	ere usati d	oggi	Livello	☐ Thro	own: blowgun, b	olas, boomerar	ng, chakram, club	, dagger, dar	t, halfling sling staff, j		nammer,	
				2				ear, starknife, thro	owing axe, tr	ident and wooden stal	ke		
				1	COMP BONU	ETENCE S	Marksman Level		Varie				
×	LIVELLI	DI PO'	ΓERE			= (+	2) ÷ 4 +					
		CD TS Potere	Wild Surge Save DC										
0	0	Otere	1	`~	:		(10.50)	COVER				# (
1	1				they're	arrow into a squ staggered for on	are (AC 10) to le round. A con	distract an enem Ifirmed critical do	y instead of d es normal d	doing damage. If enen amage.	ny talis a reti	ex save,	
2	4				DODG			Marksman					
	5			4	BONU			Level)				
3						= 10	+ DES	+ (÷ 2)				
4	7			*				DISENG	AGE			" (
5 6	9			Livello	When m	noving out of a tl	nreatened squa	are, expend psion	ic focus to a	dd WIS to Acrobatics	s rolls to eva	de attacks	
	11 = 10 + WIS +	Power Le	ovel	7	ot oppo	rtunity. Move at	· .	nout increasing A					
Power Save DC = 10 + WIS + Power Level EVADE ARROWS								DEFENSIV	E SHOT			# (
Livello DODGE	Mar	ksman		Livello 13	Make ra	inged attacks wi	thout proviking	g attacks of oppo	rtunity.				
2 BONUS		.evel	- \	13			D/	ANGED SP	FCIALIS	रक		<i>x</i> (
	= (+	2)÷4		Critical	multiplier is one		ANGED SE	LCIALIC	,1			
	TALEN'	ri boi	NUS	19				penalty for range	e increments	instead.			
Livello				~									
5 Livello													
8													
Livello													
11													
Livello 14													
Livello				_									
17													
Livello													