PSIONICS EXPANDED
MARKSMAN

Marksman Level

Nivel de Manifestador

ESTILO DE COMBATE

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

PSIÓNICA

POWER POINTS AL DÍA

$$\boxed{} = \underline{}_{\text{Puntos Base}} + \underline{}_{\text{Puntos Adicionales}} + \underline{}_{\text{Racial}} + \underline{}_{\text{Misc}}$$

Puntos Adicionales — Nivel de Manifestador

$$\underline{} = \textbf{SAB} \times \underline{} \div 2 \text{ (Redondear abajo)}$$

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

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

Marksman Level

DOTES ADICIONALES

Nivel	
5	
8	
11	
14	
17	
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

$$\boxed{} = 3 + \underline{}_{\text{Marksman Level}} + \underline{}_{\text{Misc}}$$

Usos Diarios

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

$$\boxed{} = (\underline{}_{\text{Marksman Level}} + 2) \div 4 + \underline{}_{\text{Misc}}$$

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.

Nivel 4

ESQUIVA BONUS

$$\boxed{} = 10 + \textbf{DES} + (\underline{}_{\text{Marksman Level}} \div 2)$$

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 proviking 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.