

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

PSIONICS

POWER POINTS PER DAY

Base Points

Bonus Points

Razziale

Altro

=

+

+

+

Manifester Level

SAG

×

÷ 2

Power Points used today

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

Power Save DC = 10 + WIS + Power Level

EVASD ARROWS

Livello

DODGE BONUS

2

=

+

2

÷ 4

TALENTI BONUS

Livello

5

Livello

8

Livello

11

Livello

14

Livello

17

Livello

20

KNOWN POWERS

POWERS KNOWN

MAX POWER LEVEL

POWER POINTS MAX COST

Manifester Level

=

Power

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

Marksman Level

Altro

PER DAY

=

3

+

+

Uses today

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

Marksman Level

Altro

=

+

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.

Livello

DODGE BONUS

4

=

10

+

DES

+

÷ 2

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 provoking attacks of opportunity.

RANGED SPECIALIST

Livello

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Critical multiplier is one higher.

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