PSion:	ics ex	PANDE	D Marksman Level	\	PODERES CONC	CIDOS	
	DIC			PODERES CONOCIDOS	MAX POWER NIVEL	POWER PO MAX COST	OINTS Manifester Level
II AL	KKS	III	Manifester Level				= Level
	ESTIL	O DE COM	IBATE				<u> </u>
Nivel Style	technique			Poder			Nivel Cos
2				1			
Nivel Style	skill			2			
3				3			
livel Style 3	mantra			4			
Nivel				5			
4				6			
livel				7			
8				8			
Nivel				9			
12				10			
livel 16				11			
Nivel				12			
11vei 20				X	WIND READ	ER	
		PSIONICS		As a swift action while maintaining p		bonus to ranged attack	rolls.
WER PO	INTS Punto			USOS Marksman PER DAY Level	Misc	Uses too	lay
L DÍA	Base		Racial Mid	= 3 +	+		
	=	+	+ +				
					FAVOURED WE		
Manifester Bonus Points Level				☐ Bows: composite longbow,☐ Crossbows: double crossbo	-		anting hoovy propohow
	- CAI	B ×		and repeating light crossbo		sabow, light crosabow, rep	eating neavy crossbow
	- 3A		= 2 (Redondear ab		n, shortspear, spear and trider	nt	
	Punto	os Poder usado	os hoy	Nivel Thrown: blowgun, bolas, bo	oomerang, chakram, club, dag	ger, dart, halfling sling sta	ff, javelin, light hammer,
				competence Marksi	ling, spear, starknife, throwing	axe, trident and wooden	stake
				BONUS Leve		Misc	
(WER LEV		= (+2) +4+		
Nivel de Poder	Coste Puntos	CD Salv. Poder	Wild Surge Save DC		COVER FIR		
0	0			Fire an arrow into a square (AC	001		nemy fails a reflex save
1	1			they're staggered for one round			nemy fallo a reflex dave,
2	4			Nivel ESQUIVA 4 BONUS	Marksman Level		
3	5			= 10 + D	/	2)	
4	7			-10 + 1	`		
5	9) x	DISENGAG	E	
6	11			Nivel When moving out of a threaten of opportunity. Move at full spe	ed square, expend psionic foo	cus to add WIS to Acroba	tics rolls to evade attac
		WIS + Power L	.evel	or opportunity. Move at full spe			
EVADE ARROWS				Nivel	DEFENSIVE S	HUI	
ivel ESQU	JIVA	Marksman		Nivel Make ranged attacks without p	roviking attacks of opportuni	ty.	
2 BON		Level)	T .	RANGED SPECI	ATIST	_
	=	(+2)÷4	Nivel Critical multiplier is one higher.		112101	
	DOTES	S ADICIO	NALES	19 If you have the Far Shot feat, su		ements instead.	
livel E				~			
5 livel				_			
8							
livel							
11				_			
livel							
14 livel				_			
17							
Nivel				_			