psioni	CS EXI	Andel	Marksman Level	) \	KNOWN POWERS						
					POWERS KNOWN		MAX POWE LEVEL	R	POWER PO		
MAI	(K21	IIAI	Level		INOWN		LEVEL		WAX COST	Lev	/el
	COM	BAT STY	ZLE							=	
Level Style to	echnique			7	Power					Level	Cost
2				1							
Level Styles	kill			2							
3				3							
Level Style n	nantra			4							
3				_ 5							
Level 4				6							
Level				7							
8				8							
Level				9							
12				10							
Level											
16				11							
Level				12			_ WHAT	READER			
20					wift action w	hile maintaining	psionic focus, add y		to ranged attack i	rolls	,
×	P	SIONICS		USES		Marksma		our wis bonus			
POWER POI		Bonus	Racial Miso	PER	DAY	Level	Misc		Uses toda	ay	
PER DAY	Points	Points			=	3 <b>+</b>	+				
	=	<b>+</b> 	+ +				FAVOURI	ED WEAPO			
			A		☐ Bows: co	omposite longbow	, composite shortbo				
Manifester Bonus Points Level						-	ow, hand crossbow,	_		ating heavy cro	ossbow
	= wis	×	÷ 2 (Round dov	)		ating light crossb					
	Power			Level			m, shortspear, spear		halfling aling staff	ficualia liabtl	h a ma ma a v
			,	7 2			oomerang, chakram, sling, spear, starknife				nammer,
)				7	COMPETI						
	POII	755 7 5171	77. G	2	BONUS	Le		Misc			
Power	Point	Power	ELS Wild Surge			] = (	+2)÷	4 +			
Level	Cost	Save DC	Save DC	<b>X</b>			COVI	ER FIRE			
0	0						C 10) to distract an e			emy fails a refl	lex save,
1	1			Laurel		gered for one rour	nd. A confirmed critic		mage.		
2	4			Level	DODGE BONUS		Marks Lev				
3	5			4		= 10 + 1	/	÷2)			
4	7										
5	9			*			DISE	NGAGE			
6	11			Level	WILCII IIIOVIII	g out of a threate	ned square, expend p eed without increasi	sionic focus to ac	ld <b>WIS</b> to Acrobat	ics rolls to eva	de attacks
	DC = 10 + <b>W</b> 1	[S + Power Lo	evel	7	от оррогия	ity. Move at full Sp		<u> </u>			
		DE ARRO					DEFENS	SIVE SHOT			_
Level DODG	E	Marksman		Level <b>13</b>	Make ranged	d attacks without	proviking attacks of	opportunity.			
2 BONU		Level	) .	7			DANCED	SPECIALIS	т		
	= (	+	· 2 ) ÷ 4	Level	Critical mult	inlier is one bigh			L		*
	BON	IUS FEA	ТS	19		iplier is one highe he Far Shot feat, :	r. suffer no penalty for	range increments	instead.		
Level				_ ~	-	,		- "			
5											
Level 8											
Level											
<b>11</b>											
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14											
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