3267

MARKSMAN

Marksman Level

3253

840

66 2	Style technique
66 3	Style skill
66 3	Style mantra
66 4	
66 8	
66 12	
66 16	
66 20	

3300

3346 PER DAY = 3264 + 3240 + 128 + 60

3317 3253

= 23 × 3321 ÷ 2 294

3304

3306	3305	3314	3313
0	0		
1	1		
2	4		
3	5		
4	7		
5	9		
6	11		

Power Save DC = 10 + **WIS** + Power Level

EVADE ARROWS

66 2 — 3307 BONUS = (Marksman Level + 2) ÷ 4

682

66 5

66 8

66 11

66 14

66 17

66 20

3273

3275 KNOWN	3255 LEVEL	3274 MAX COST	3253
			=

	3276	66	1304
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.

504 PER DAY = 3 + Marksman Level + 60

3332

FAVOURED WEAPON

66 2

- ☐ **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

COMPETENCE BONUS = (Marksman Level + 2) ÷ 4 + 60

COVER FIRE

66 4

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.

3307 BONUS = 10 + 30 + (Marksman Level ÷ 2)

DISENGAGE

66 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

66 13

Make ranged attacks without proviking attacks of opportunity.

RANGED SPECIALIST

66 19

Critical multiplier is one higher.
If you have the Far Shot feat, suffer no penalty for range increments instead.