

**COMBAT STYLE**

Stufe Style technique  
2

Stufe Style skill  
3

Stufe Style mantra  
3

Stufe  
4

Stufe  
8

Stufe  
12

Stufe  
16

Stufe  
20

**PSIONICS**

**POWER POINTS PER DAY** Base Points Bonus Points Feats Sonstiges

$\square = \square + \square + \square + \square$

Bonus Points Manifester Level

$\square = \text{WE} \times \square \div 2$  (abrunden)

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

**EVADE ARROWS**

Stufe **DODGE BONUS** Marksman Level  
2

$\square = (\square + 2) \div 4$

**BONUS FEATS**

Stufe  
5

Stufe  
8

Stufe  
11

Stufe  
14

Stufe  
17

Stufe  
20

**KNOWN POWERS**

POWERS KNOWN	MAX POWER LEVEL	POWER POINTS MAX COST	Manifester Level
$\square$	$\square$	$\square = \square$	
Power			Stufe Kosten
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.

**EINSETZBAR PRO TAG** Marksman Level Sonstiges

$\square = 3 + \square + \square$

Uses today

$\square \square \square \square \square \square \square \square \square \square \square \square \square \square \square \square$

**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

Stufe ☐ **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 Sonstiges

$\square = (\square + 2) \div 4 + \square$

**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.

Stufe **DODGE BONUS** Marksman Level  
4

$\square = 10 + \text{GE} + (\square \div 2)$

**DISENGAGE**

Stufe 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.  
7

**DEFENSIVE SHOT**

Stufe Make ranged attacks without provoking attacks of opportunity.  
13

**RANGED SPECIALIST**

Stufe Critical multiplier is one higher.  
19

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