

COMBAT STYLE

Level

Style technique

2

Level

Style skill

3

Level

Style mantra

3

Level

4

Level

8

Level

12

Level

16

Level

20

PSIONICS

POWER POINTS PER DAY

Base Points

Bonus Points

Racial

Misc

=

+

+

+

Bonus Points

Manifester Level

=

WIS

×

÷ 2

(Round down)

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

Level

DODGE BONUS

2

Marksman Level

=

(

+

2

)

÷ 4

BONUS FEATS

Level

5

Level

8

Level

11

Level

14

Level

17

Level

20

KNOWN POWERS

POWERS KNOWN

MAX POWER LEVEL

POWER POINTS MAX COST

Manifester Level

=

Power

Level

Cost

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.

USES PER DAY

Marksman Level

Misc

Uses today

= 3 +

+

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

Level

2

COMPETENCE BONUS

Marksman Level

Misc

= (

+

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.

Level

DODGE BONUS

4

Marksman Level

= 10 +

DEX

+

(

÷ 2

)

DISENGAGE

Level

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

Level

13

Make ranged attacks without provoking attacks of opportunity.

RANGED SPECIALIST

Level

19

Critical multiplier is one higher.

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