PSIONICS EXPANDED

MARKSMAN

Marksman Level

Livello psionico

STILE DI COMBATTIMENTO

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

PSIONICI

POWER POINTS al GIORNO = Punti Base + Punti Bonus + Razziale + Altro

Punti Bonus = SAG × Livello psionico ÷ 2 (Arrotondato per difetto)

Power Points used today

LIVELLI DI POTERE

Livello Potere	Costo Punto	CD TS Potere	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

Livello 2 **DODGE** BONUS = (Marksman Level + 2) ÷ 4

TALENTI BONUS

Livello 5	
Livello 8	
Livello 11	
Livello 14	
Livello 17	
Livello 20	

POTERI NOTI

POTERI KNOWN | **LIVELLO MAX** POTERE | **POWER POINTS** MAX COST = Livello psionico

	POTERE	Livello	Costo
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.

USI PER DAY = 3 + Marksman Level + Altro

Uses today

FAVOURED WEAPON

Livello 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 + Altro

COVER FIRE

Livello 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.

DODGE BONUS = 10 + DES + (Marksman Level ÷ 2)

DISENGAGE

Livello 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

Livello 13

Make ranged attacks without proviking attacks of opportunity.

RANGED SPECIALIST

Livello 19

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