

KAMPESTIL

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 PRO TAG = Base Points + Bonus Punkt + Rasse + Sonst. Mod.

_____ = _____ + _____ + _____ + _____

Bonus Points Psionische Stufe

_____ = **WE** × _____ ÷ 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 + **WE** + Power Level

EVADE ARROWS

Stufe **DODGE BONUS** Marksman Level

2 _____ = (_____ + 2) ÷ 4

BONUSTALENTE

Stufe	
5	
Stufe	
8	
Stufe	
11	
Stufe	
14	
Stufe	
17	
Stufe	
20	

KNOWN POWERS

POWERS KNOWN	MAX POWER LEVEL	POWER POINTS MAX COST	Psionische Stufe
_____	_____	_____ = _____	
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.

ANZAHL PRO TAG Marksman Level Sonst. Mod. Uses today

_____ = 3 + _____ + _____

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FAVOURED WEAPON

☐ **Bows:** (Kombositer) Langbogen, (Kombositer) Kurzbogen

☐ **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 Sonst. Mod.

_____ = (_____ + 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.

Stufe **DODGE BONUS** Marksman Level

4 _____ = 10 + **GE** + (_____ ÷ 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.