PSion	ics exp	Andel	Marksman			KNOWN	I POWERS				
MARKSMAN Manifester Level					OWERS	MAX POWE	R		NTS Manifester		
MA	KK2U	IAI	Level		NOWN	LEVEL		MAX COST	Level		
	COME	BAT STY	/LE								
Stufe Style	e technique				Power				Stufe Ko		
2				1							
Stufe Style 3	e skill			2							
Stufe Style	mantra			3							
3	, mantra			4							
Stufe				5							
4				6							
Stufe				7							
8				8							
Stufe 12				9							
Stufe				10							
16				11							
Stufe				12		WIND	READER				
20				_ (wift action while maintain			to ranged attack re	olls.		
		IONICS		EINS	ETZBAR Mark	sman					
OWER PO ER DAY	DINTS Base Points	Bonus Points		onstiges PRO		vel Sonstiges					
]= +	F	Feats +		= 3 +						
						FAVOURE	D WEAPON	J			
Manifester					Bows: composite longbow, composite shortbow, longbow and shortbow						
onus Point	5	Level			and repeating light cr		ieavy crossbow, lig	Jht crossbow, repea	iting heavy crossbo		
	- WE	×		orunden)	☐ Spears: javelin, lance,	pilum, shortspear, spear	and trident				
	Power Po	oints used t	oday	Stufe 2							
					•	ken, siing, spear, starknine Aarksman	, unrowing axe, und	lent and wooden sta	ike		
_					BONUS	Level	Sonstiges				
Power	Point	ER LEVI Power	ELS Wild Surge	*	= (+ 2) ÷ /	4 +				
Level		Save DC	Save DC	*		COVE	ER FIRE				
0	0				Fire an arrow into a squa	re (AC 10) to distract an e	nemy instead of do	oing damage. If ene	my fails a reflex sav		
1	1			Stufe	they're staggered for one DODGE			nage.			
2	4			4	BONUS						
3	5				= 10	+ GE +(÷ 2)				
4	7					DISF	NGAGE				
5	9			Stufe	When moving out of a thi			d WIS to Acrobatio	cs rolls to evade att		
6	11		jj	7	of opportunity. Move at fu	ıll speed without increasi	ng Acrobatic rolls.	LO TOTOBUIL	to crauc att		
Power Sav	e DC = 10 + WIS	+ Power Lo E ARRO		K		DEFENS	IVE SHOT				
tufo DOD		arksman	WS	Stufe	Make ranged attacks with	nout proviking attacks of o	URED WEAPON orthow, longbow and shortbow bow, heavy crossbow, light crossbow, repeating heavy crosspear and trident kram, club, dagger, dart, halfling sling staff, javelin, light light, throwing axe, trident and wooden stake Sonstiges 4 + OVER FIRE t an enemy instead of doing damage. If enemy fails a reflicitical does normal damage. Marksman Level 2) ISENGAGE end psionic focus to add WIS to Acrobatics rolls to evalureasing Acrobatic rolls. ENSIVE SHOT				
tufe BON	US	Level	\	13							
	= (- 4	· 2) ÷ 4	01.6			SPECIALIST				
	BON	US FEA'	TS	19	Critical multiplier is one h If you have the Far Shot f		ange increments i	nstead.			
Stufe				~		. ,					
5 Stufo											
Stufe 8											
Stufe											
11											
Stufe 14											
Stufe											
17											
Stufe											