

ESTILO DE COMBATE

Nivel

Style technique

2

Nivel

Style skill

3

Nivel

Style mantra

3

Nivel

4

Nivel

8

Nivel

12

Nivel

16

Nivel

20

PSIÓNICA

PUNTOS DE PODER AL DÍA

Puntos Base

Puntos Adicionales

Racial

Misc

=

+

+

+

Puntos Adicionales

Nivel de Manifestador

= SAB × ÷ 2 (Redondear abajo)

Puntos Poder usados hoy

NIVELES DE PODER

Nivel de Poder	Coste Puntos	CD Salv Poder	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

Nivel

ESQUIVA BONUS

2

=

(

+

2

)

÷

4

Marksman Level

DOTES ADICIONALES

Nivel

5

Nivel

8

Nivel

11

Nivel

14

Nivel

17

Nivel

20

PODERES CONOCIDOS

PODERES CONOCIDOS

NIVEL DE PODER MÁXIMO

PUNTOS DE PODER COSTO MÁXIMO

Nivel de Manifestador

=

Poder	Nivel	Coste
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.

USOS AL DÍA

Marksman Level

Misc

Usos Diarios

= 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

Nivel

2

COMPETENCE BONUS

Marksman Level

Misc

=

(

+

2

)

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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.

Nivel

4

ESQUIVA BONUS

Marksman Level

=

10 +

DES

+

(

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2

)

DISENGAGE

Nivel

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

Nivel

13

Make ranged attacks without provoking attacks of opportunity.

RANGED SPECIALIST

Nivel

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