PSIONICS EXPANDED
MARKSMAN

Marksman Level

Psionische Stufe

KAMPFSTIL

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

PSIONICS

MACHTPUNKTE PER DAY

$$\boxed{} = \underline{\text{Base Points}} + \underline{\text{Bonus Punkte}} + \underline{\text{Volksbonus}} + \underline{\text{Sonst.}}$$

Psionische Stufe

Bonus Punkte

$$\underline{} = \textbf{WE} \times \underline{} \div 2 \quad \text{(abrunden)}$$

Machtpunkte heute eingesetzt

MACHTSTUFE

Macht Stufe	Punkt Kosten	Macht Rettungswurf (SG)	Wilde Wogen Rettungswurf (SG)
0	0		
1	1		
2	4		
3	5		
4	7		
5	9		
6	11		

Power Save DC = 10 + **WE** + Power Level

EVADE ARROWS

Stufe 2

DODGE BONUS

$$\boxed{} = \left(\underline{}_{\text{Marksman Level}} + 2 \right) \div 4$$

BONUSTALENTE

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

BEKANNTE MÄCHTE

MÄCHTE KNOWN	**MAX. MACHT STUFE**	**MACHTPUNKTE MAX COST** Psionische Stufe
		=

	Macht	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

$$\boxed{} = 3 + \underline{}_{\text{Marksman Level}} + \underline{}_{\text{Sonst.}}$$

Uses today

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 2

☐ **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

$$\boxed{} = \left(\underline{}_{\text{Marksman Level}} + 2 \right) \div 4 + \underline{}_{\text{Sonst.}}$$

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 4

DODGE BONUS

$$\boxed{} = 10 + \underline{\textbf{GE}} + \left(\underline{}_{\text{Marksman Level}} \div 2 \right)$$

DISENGAGE

Stufe 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

Stufe 13

Make ranged attacks without proviking attacks of opportunity.

RANGED SPECIALIST

Stufe 19

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