

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 Punkte	Volks-bonus	Sonstiges

Psionische Stufe

WE × ÷ 2 (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

EVASDE ARROWS

Stufe	DODGE BONUS	Marksman Level
2		

BONUSTALENTE

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

BEKANNTE MÄCHTE

MÄCHTE BEKANNT	MAX. MACHT STUFE	MACHTPUNKTE MAX. KOSTEN	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

Marksman Level

Sonstiges

Beute benützt

3 + +

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

☐ **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

Stufe 2

COMPETENCE BONUS

Marksman Level

Sonstiges

2 = (+ 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 4

DODGE BONUS

Marksman Level

4 = 10 + GE + (÷ 2)

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 provoking 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.