

KAMPESTIL

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

PSIONICS

MACHTPUNKTE PRO TAG = **Base Points** + **Bonus Punkte** + **Volksbonus** + **Sonstiges**

Bonus Punkte = **WE** × **Psionische Stufe** ÷ 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

EVADE ARROWS

Stufe **DODGE BONUS** = (**Marksman Level** + 2) ÷ 4

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 = 3 + **Marksman Level** + **Sonstiges**

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

☐ **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 **COMPETENCE BONUS** = (**Marksman Level** + 2) ÷ 4 + **Sonstiges**

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** = 10 + **GE** + (**Marksman Level** ÷ 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.