

STILE DI COMBATTIMENTO

Livello Style technique

2

Livello Style skill

3

Livello Style mantra

3

Livello

4

Livello

8

Livello

12

Livello

16

Livello

20

PSIONICI

POWER POINTS al GIORNO

Punti Base

Punti Bonus

Razziale

Varie

=

+

+

+

Punti Bonus

Livello psionico

=

SAG

×

÷ 2

(per difetto)

Punti Potere usati oggi

LIVELLI DI POTERE

Livello Potere	Costo Punto	CD TS Potere	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

EVADARE ARROWS

Livello

DODGE BONUS

2

Marksman Level

=

(

+

2

)

÷ 4

TALENTI BONUS

Livello

5

Livello

8

Livello

11

Livello

14

Livello

17

Livello

20

POTERI NOTI

POTERI KNOWN

LIVELLO MAX POTERE

PUNTI POTERE MAX COST

Livello psionico

=

POTERE

Livello

Costo

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.

USI PER DAY

Marksman Level

Varie

Uses today

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

Livello

2

COMPETENCE BONUS

Marksman Level

Varie

=

(

+

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.

Livello

DODGE BONUS

4

Marksman Level

=

10

+

DES

+

(

÷ 2

)

DISENGAGE

Livello

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

Livello

13

Make ranged attacks without provoking attacks of opportunity.

RANGED SPECIALIST

Livello

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Critical multiplier is one higher.

If you have the Far Shot feat, suffer no penalty for range increments instead.