

| STYL WALKI             |    |
|------------------------|----|
| Poziom Style technique | 2  |
| Poziom Style skill     | 3  |
| Poziom Style mantra    | 3  |
| Poziom                 | 4  |
| Poziom                 | 8  |
| Poziom                 | 12 |
| Poziom                 | 16 |
| Poziom                 | 20 |

## PSIONIKA

| PUNKTY MOCY NA DZIEŃ |               |                 |        |      |
|----------------------|---------------|-----------------|--------|------|
|                      | Bazowe Punkty | Premiowe Punkty | Rasowe | Inne |
|                      | =             | +               | +      | +    |

## Punkty Premiowe

Poziom  
Manifestującego

$$= \frac{RZT}{\text{Punkty Mocy zużyte dzisiaj}} \times \frac{1}{2} \quad (\text{Zaokrąglane w dół})$$

## POZIOMY MOCY

| Poziomy<br>Mocy | Koszt | ST Rz. Obr.<br>na Moc | Wild Surge<br>Save DC |
|-----------------|-------|-----------------------|-----------------------|
| 0               | 0     |                       |                       |
| 1               | 1     |                       |                       |
| 2               | 4     |                       |                       |
| 3               | 5     |                       |                       |
| 4               | 7     |                       |                       |
| 5               | 9     |                       |                       |
| 6               | 11    |                       |                       |

$$\text{Power Save DC} = 10 + \mathbf{WIS} + \text{Power Level}$$

## EVADE ARROWS

Poziom **UNIKOWA** Marksman  
**2** **PREMIA** Level  
 = (  + 2 ) ÷ 4

## ATUTY PREMIOWE

|        |           |
|--------|-----------|
| Poziom | <b>5</b>  |
| Poziom | <b>8</b>  |
| Poziom | <b>11</b> |
| Poziom | <b>14</b> |
| Poziom | <b>17</b> |
| Poziom | <b>20</b> |

## ZNANE MOCE

| MOCE<br>ZNANE        | MAKSYMALNA MOC<br>POZIOM | PUNKTY MOCY<br>MAKSYMALNY KOSZT | Poziom<br>Manifestującego |       |
|----------------------|--------------------------|---------------------------------|---------------------------|-------|
| <input type="text"/> | <input type="text"/>     | <input type="text"/>            | = .....                   |       |
| Moc                  |                          |                                 | Poziom                    | Koszt |
| 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.

|  |                   |      |  |
|--|-------------------|------|--|
| <b>UŻYCIA<br/>NA DZIEŃ</b>   | Marksman<br>Level | Inne | Użycia dziś  |
| <div style="border: 1px solid black; width: 100px; height: 40px;"></div> | = 3 +             | +    | <div style="display: flex; justify-content: space-around;"> <span><div style="width: 15px; height: 15px; background-color: #ccc; border: 1px solid #ccc;"></div></span> <span><div style="width: 15px; height: 15px; background-color: #ccc; border: 1px solid #ccc;"></div></span> <span><div style="width: 15px; height: 15px; background-color: #ccc; border: 1px solid #ccc;"></div></span> </div> <div style="display: flex; justify-content: space-around;"> <span><div style="width: 15px; height: 15px; background-color: #ccc; border: 1px solid #ccc;"></div></span> <span><div style="width: 15px; height: 15px; background-color: #ccc; border: 1px solid #ccc;"></div></span> <span><div style="width: 15px; height: 15px; background-color: #ccc; border: 1px solid #ccc;"></div></span> <span><div style="width: 15px; height: 15px; background-color: #ccc; border: 1px solid #ccc;"></div></span> </div> <div style="display: flex; justify-content: space-around;"> <span><div style="width: 15px; height: 15px; background-color: #ccc; border: 1px solid #ccc;"></div></span> <span><div style="width: 15px; height: 15px; background-color: #ccc; border: 1px solid #ccc;"></div></span> <span><div style="width: 15px; height: 15px; background-color: #ccc; border: 1px solid #ccc;"></div></span> <span><div style="width: 15px; height: 15px; background-color: #ccc; border: 1px solid #ccc;"></div></span> </div> |

### FAVOURERED 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

2**COMPETENCE  
BONUS**

**COMPETENCE BONUS** =  $\left( \frac{\text{Marksman Level}}{\text{Inne}} + 2 \right) \div 4 +$

## 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.

Pozic  
4

**UNIKOWA  
PREMIA**

$$\text{UNIKOWA PREMIA} = 10 + \text{ZR} + \left( \frac{\text{Marksman Level}}{2} \right)$$

## DISENGAGE

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

13

Make ranged attacks without provoking attacks of opportunity.

## RANGED SPECIALIST

19

Critical multiplier is one higher.

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