| PSIONICS EXPANDED Poziomy Ukrytego                                   | X        |          | INSIGHTS       |               | 7            |
|--|----------|----------|----------------|---------------|--------------|
| CRYPTIC Poziom Poziom  | 1        |          |                |               |              |
| PSIONIKA   |          |          |                |               |              |
| PUNKTY MOCY Bazowe Premiowe NA DZIEŃ Punkty Punkty Rasowe Inne       | 2 ———    |          |                |               |              |
| = + + +  | 3 —      |          |                |               |              |
| <u> </u>   |          |          |                |               |              |
| Punkty Premiowe Poziom<br>Manifestującego                            | 4        |          |                |               |              |
| = INT × ÷ 2. (Zaokrąglane w dół)                                     | -        |          |                |               |              |
| Punkty Mocy zużyte dzisiaj   | 5        |          |                |               |              |
|  |          |          |                |               |              |
|  | 6 —      |          |                |               |              |
| POZIOMY MOCY   |          |          |                |               |              |
| Poziomy Koszt ST Rz. Obr. Wild Surge<br>Mocy na Moc Save DC          | 7 —      |          |                |               |              |
| 0 0  |          |          |                |               |              |
| 1 1  | 8 —      |          |                |               |              |
| 2 4  |          |          |                |               |              |
| 3 5  | 9 ———    |          |                |               |              |
| 4 7  |          |          |                |               |              |
| 5 9  | 10 —     |          |                |               |              |
| 6 11   |          |          |                |               |              |
| Power Save DC = 10 + CHA + Power Level                               | `*       |          | ZNANE MOCE     |               | *            |
| ALTERED DEFENCE  | MOCE     | Poziomy  | MAKSYMALNA MOC |               | Poziom       |
| As a swift action, choose one of: Deflect Dodge bonus to AC          | ZNANE =  | Ukrytego | POZIOM         | MAKSYMALNYMAN | iřestującego |
| Retaliate Bonus to attack in return                                  |          |          |                |               |              |
| Poziomy PREMIA Ukrytego  | Moc<br>1 |          |                | Pozi          | om Koszt     |
| + = ÷ 4 (Zaokrąglane w górę)   | 2        |          |                |               |              |
| UŻYĆ NA DZIEŃ Użycia dziś  | _        |          |                |               |              |
| rund = 4 + INT   | 3        |          |                |               |              |
| Poziom Use your altered defence as a free action, even when not      | 4        |          |                |               |              |
| 4 your turn, by expending psionic focus                              | 5        |          |                |               |              |
| Poziom ENDURING DEFENCE  14 Keep one ability active indefinitely     | 7        |          |                |               |              |
| DISRUPT PATTERN  | 8        |          |                |               |              |
| On gaining psionic focus, choose one enemy type:                     | 9        |          |                |               |              |
| Aberration Zwierzę Construct Dragon                                  | 10       |          |                |               |              |
| Fey Humanoid Magical beast Monstrous<br>Ooze Outsider Plant humanoid | 11       |          |                |               |              |
| Undead Vermin Construct  | 12       |          |                |               |              |
| Attack range 30ft, half damage to targets of the wrong type          | 13       |          |                |               |              |
| Cryptic<br>Level ÷ 2   | 14       |          |                |               |              |
| DISRUPTION = K6 + INT +  | 15       |          |                |               |              |
| Zaokrąglane w górę)  | 16       |          |                |               |              |
| PUŁAPKI  |          |          |                |               |              |
| Poziomy  | 17<br>18 |          |                |               |              |
| Percepcja Ukrytego   | 19       |          |                |               |              |
| Wyszukiwanie Pulapek = + ( ÷ 2)  Craft: Poziomy                      | 20       |          |                |               |              |
| LIZII: POZIOMV   |          |          |                |               |              |
| traps Ukrytego   | ~        |          |                |               |              |
|  |          |          |                |               |              |
| traps Ukrytego   |          |          |                |               |              |