

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 Mocy	Koszt	ST Rz. Obr. na Moc	Wild Surge 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  
**PREMIA** Level  
 2  = (  + 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 ZNANE	MAKSYMALNA MOC POZIOM	PUNKTY MOCY MAKSYMALNY KOSZT	Poziom 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 NA DZIEŃ</b>	Marksman Level	Inne	Użycia dziś
<div style="border: 1px solid black; width: 100px; height: 40px; display: flex; align-items: center; justify-content: center;">= 3 +</div>		+	<div style="display: flex; justify-content: space-around;"> <div><div style="border: 1px solid black; width: 20px; height: 20px;"></div><div style="border: 1px solid black; width: 20px; height: 20px;"></div><div style="border: 1px solid black; width: 20px; height: 20px;"></div></div> <div><div style="border: 1px solid black; width: 20px; height: 20px;"></div><div style="border: 1px solid black; width: 20px; height: 20px;"></div><div style="border: 1px solid black; width: 20px; height: 20px;"></div><div style="border: 1px solid black; width: 20px; height: 20px;"></div></div> <div><div style="border: 1px solid black; width: 20px; height: 20px;"></div><div style="border: 1px solid black; width: 20px; height: 20px;"></div><div style="border: 1px solid black; width: 20px; height: 20px;"></div><div style="border: 1px solid black; width: 20px; height: 20px;"></div><div style="border: 1px solid black; width: 20px; height: 20px;"></div></div> </div>

## FAVOURER 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, sturkife, throwing axe, trident and wooden stake

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## COMPETENCE BONUS

**COMPETENCE BONUS**      Marksmanship Level      Inne

$$\boxed{\phantom{000}} = ( \phantom{00} + 2 ) \div 4 +$$

## 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.

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**UNIKOWA  
PREMIA**

$$\boxed{\phantom{00}} = 10 + \text{ZR} + (\phantom{00} \div 2)$$

## DISENGAGE

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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

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Make ranged attacks without provoking attacks of opportunity.

## RANGED SPECIALIST

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Critical multiplier is one higher.

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