

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 PER DAY

Bazowe Punkty

Premiowe Punkty

Rasowe

Inne

Punkty Premiowe

Poziom Manifestującego

=

RZT

×

÷ 2

(Zaokrąglane w dół)

Punkty Mocy zużyte dzisiaj

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		

Power Save DC = 10 + WIS + Power Level

EVADE ARROWS

Poziom

2

UNIKOWA PREMIA

Marksman Level

=

(

+ 2

) ÷ 4

ATUTY PREMIOWE

Poziom

5

Poziom

8

Poziom

11

Poziom

14

Poziom

17

Poziom

20

ZNANE MOCY

MOCE KNOWN

MAKSYMALNA MOC POZIOM

PUNKTY MOCY MAX COST

Poziom Manifestującego

=

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.

UŻYCIA NA DZIEŃ

Marksman Level

Inne

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

Poziom

2

COMPETENCE BONUS

Marksman Level

Inne

= (

+ 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.

Poziom

4

UNIKOWA PREMIA

Marksman Level

= 10 +

ZR

+ (

÷ 2

)

DISENGAGE

Poziom

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

Poziom

13

Make ranged attacks without provoking attacks of opportunity.

RANGED SPECIALIST

Poziom

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Critical multiplier is one higher.

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