

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

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

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
2 **PREMIA** Level
 = (+ 2) ÷ 4

ATUTY PREMIOWE

Poziom	5
Poziom	8
Poziom	11
Poziom	14
Poziom	17
Poziom	20

ZNANE MOCE

MOCE KNOWN	MAKSYMALNA MOC POZIOM	PUNKTY MOCY MAX COST	<div> <div> <div></div> <div></div> </div> <div> <div></div> <div></div> </div> </div> <div> <div> <div></div> <div></div> </div> <div> <div></div> <div></div> </div> </div>
Moc			<div> <div></div> <div></div> </div> <div> <div></div> <div></div> </div>
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
[] = 3 + [] + []		□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □

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 Marksmanship Inne

BONUS Level

$$\boxed{} = \left(+ 2 \right) \div 4 +$$

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.

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

Pozic

Critical multiplier is one higher.

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