

# SOLDIER

## FIGHTING STYLE

### COMBAT FEATS

Poziom \_\_\_\_\_  
**2** \_\_\_\_\_

Poziom \_\_\_\_\_  
**4** \_\_\_\_\_

Poziom \_\_\_\_\_  
**6** \_\_\_\_\_

Poziom \_\_\_\_\_  
**8** \_\_\_\_\_

Poziom \_\_\_\_\_  
**10** \_\_\_\_\_

Poziom \_\_\_\_\_  
**12** \_\_\_\_\_

Poziom \_\_\_\_\_  
**14** \_\_\_\_\_

Poziom \_\_\_\_\_  
**16** \_\_\_\_\_

Poziom \_\_\_\_\_  
**18** \_\_\_\_\_

Poziom \_\_\_\_\_  
**20** \_\_\_\_\_

Each level you take a combat feat, you may also swap an existing combat feat.

### SOLDIER'S ONSLAUGHT

Poziom **11** When making a full attack, you may make up to three attacks at -6 penalty.

### KILL SHOT

As a standard action, make one attack. If it hits and does not kill, the enemy must pass a fortitude save or die.

Poziom **20** **FORTITUDE SAVING THROW** Soldier Level  

ST

 = 10 + [ \_\_\_\_\_ ÷ 2 ] + INT \_\_\_\_\_

Poziom \_\_\_\_\_  
**1** \_\_\_\_\_

Poziom \_\_\_\_\_  
**5** \_\_\_\_\_

Poziom \_\_\_\_\_  
**9** \_\_\_\_\_

Poziom \_\_\_\_\_  
**13** \_\_\_\_\_

Poziom \_\_\_\_\_  
**17** \_\_\_\_\_

### SECONDARY FIGHTING STYLE

\_\_\_\_\_  = Soldier Level - **8**

Poziom \_\_\_\_\_  
**9** \_\_\_\_\_

Poziom \_\_\_\_\_  
**13** \_\_\_\_\_

Poziom \_\_\_\_\_  
**17** \_\_\_\_\_

### GEAR BOOST

Poziom \_\_\_\_\_  
**3** \_\_\_\_\_

Poziom \_\_\_\_\_  
**7** \_\_\_\_\_

Poziom \_\_\_\_\_  
**11** \_\_\_\_\_

Poziom \_\_\_\_\_  
**15** \_\_\_\_\_

Poziom \_\_\_\_\_  
**19** \_\_\_\_\_