

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

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RZT

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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

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4

Marksman Level

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

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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

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3

+

+

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

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Marksman Level

Inne

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

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10

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2

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Marksman Level

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

19

Critical multiplier is one higher.

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