

# PSIONICS UNLEASHED

## PSYCHIC WARRIOR

Psychic  
Warrior  
Level   
Manifester  
Level

### PATH SKILLS

	+2	4	6
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### PSIONICS

**POWER POINTS PER DAY**

Base Points  Bonus Points  Racial  Misc

**WIS** ×  ÷ 2 (Round down)

Power Points

### POWER LEVELS

Power Level	Point Cost	Power Save DC
1	1	
2	3	
3	5	
4	7	
5	9	
6	11	

Power Save DC = 10 + INT + Power Level

### BONUS FEATS

Level

1

2

5

8

11

14

17

20

Bonus feats should be Combat Feats or Psionic Feats

### TRANCE

Level **TWISTING PATH**  
12 Switch your trance as a swift action

Level **PATHWEAVING**  
15 Gain the benefit of both trances for up to 5 mins, provided you maintain psionic focus

Level **ETERNAL WARRIOR**  
20 Add your wisdom modifier to attack, damage, AC, skill checks, ability checks, saving throws, initiative rolls and speed (gain 5ft per point)

### WARRIOR'S PATH

Trance

Manoeuvre

### SECONDARY PATH

Level

9

Trance

Manoeuvre

### KNOWN POWERS

**POWERS KNOWN**

**MAX POWER LEVEL**

**MAX POINTS POWER COST**

Manifester Level





Path Power

Level

Cost

1

2

3

Power

Level

Cost

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20