PSIONICS UNLEASHED Psychic Warrior	warrior's path	,
PSYCHIC Level		
PSYCHIC Level WARRIOR Manifester Level	Trance	
PATH SKILLS		
+2 4 6		
	Maneuver	
P P P	SECONDARY PATH	,
<u> </u>	Level	
	7 Trance	
PSIONICS		
POWER POINTS Base Bonus Points Points Racial Misc		
= + + +	Maneuver	
Bonus Points Manifester		
Level	KNOWN POWERS	*
= WIS × ÷ 2 (Round down)	POWERSMAX POWERMAX POINTSKNOWNLEVELPOWER COST	Manifester Level
Power Points		E
	Path Power	Level Cost
	2	
POWER LEVELS	3	
Power Point Power	Power	Level Cost
Level Cost Save DC	1	
2 3	2	
3 5	3	
4 7	4	
5 9	5	
6 11	6	
Power Save DC = 10 + INT + Power Level	7	
BONUS FEATS Level	8	
1	9	
2	10	
5	11 12	
8	13	
11	14	
14	15	
17	16	
20	17	
Bonus feats should be Combat Feats or Psionic Feats	18	
TRANCE	19	
Level TWISTING PATH	20	
12 Switch your trance as a swift action Uses per day Uses per day	y	
Gain the benefit of both trances for up to 5 mins, provided you maintain psionic focus		
Level Add your wisdom modifier to attack, damage, AC, skill checks, ability checks, saving throws, Initiative rolls and speed (gain 5ft per point).		