

PSYCHIC WARRIOR

+2	4	6
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POWER POINTS PER DAY

	Base Points	Bonus Points	Racial	Misc
<div></div>	=	+	+	+

Bonus Points Manifester Level

= **WIS** × ÷ 2 (Round down)

Power Points

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

BONUS FEATS	
Level	
1	
2	
5	
8	
11	
14	
17	
20	

TRANCE

Level 12	TWISTING PATH Switch your trance as a swift action	
Level 15	PATHWEAVING Gain the benefit of both trances for up to 5 mins, provided you maintain psionic focus	Uses per day
Level 20	ETERNAL WARRIOR Add your wisdom modifier to attack, damage, AC, skill checks, ability checks, saving throws, initiative rolls and speed (gain 5ft per point)	WIS -----

Trance	
Manoeuvre	

Level	9
Trance	
Manoeuvre	

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		