PSIONICS UNLEASHED Psychic Warrior	warrior's path	*
PSYCHIC Level		
PSYCHIC Level Manifester Level	Trance	
PATH SKILLS		
+2 4 6		
	Maneuver	
P P P	SECONDARY PATH	,
P P P	Level	
	7 Trance	
PSIONICS		
POWER POINTS Base Bonus Points Points Racial Misc		
= + + +	Maneuver	
<u> </u>		
Bonus Points Manifester		
Level	KNOWN POWERS	
= WIS × ÷ 2 (Round down)	POWERS MAX POWER MAX POINTS KNOWN LEVEL POWER COST	Manifester
Power Points	RNOWN LEVEL POWER COST	Level
	Path Power	Level Cost
	2	
POWER LEVELS		
Power Point Power	3	Lauri Cast
Level Cost Save DC	Power 1	Level Cost
1 1	2	
3 5	3	
4 7	4	
5 9	5	
6 11	6	
Power Save DC = 10 + INT + Power Level	7	
BONUS FEATS	8	
Level 1	9	
2	10	
5	11	
8	12	
11	13	
	14	
	15	
	16	
20	17 18	
Bonus feats should be Combat Feats or Psionic Feats TRANCE	19	
Level TWISTING PATH	20	
12 Switch your trance as a swift action		
Level PATHWEAVING Uses per day 15 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).		