PSIONICS UNLEASHED Psychic Warrior	······································	WARRIOR'S PATH	*
PSYCHIC Level 2-			
WARRIOR Manifester Level		Trance	
PATH SKILLS +2	2 4 6		
		Manoeuvre	
<u> </u>			
		SECONDARY PATH	
		Level	· · · · · · · · · · · · · · · · · · ·
		9	
PSIONICS		Trance	
POWER POINTS Base Bonus Boois	Misc		
Points Points	-	Management	
= + + + +		Manoeuvre	
<u> </u>	-		
Bonus Points Manifester	1		
Level	1	KNOWN POWERS	*
= WIS × ÷ 2 (Rou	ınd down)	POWERSMAX POWERMAX POINTSKNOWNLEVELPOWER COST	Manifester Level
Power Points			=
		Path Power	Level Cost
		1	
		2	
POWER LEVELS		3	
Power Point Power Level Cost Save DC		Power	Level Cost
1 1		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		8	
Level 1		9	
2	1	1.0	
5		11	
8			
		13	
		L4.	
14		15	
17		16	
20		17	
Bonus feats should be Combat Feats or Psionic Fea	uto	18	
TRANCE Level TWISTING PATH	_	19	
12 Switch your trance as a swift action	2	20	
Level Coin the henefit of both transce for up to	ses per day		
Gain the benefit of both trances for up to 5 mins, provided you maintain psionic focus			
Level Add your wisdom modifier to attack, damage,			
20 AC, skill checks, ability checks, saving throws, initiative rolls and speed (gain 5ft per point)	WIS		