PSIONICS UNLEASHED Psychic Warrior	WARRIOR'S PATH	*
PSYCHIC Warror Level		
PSYCHIC Warrior Level Manifester Level	Trance	
PATH SKILLS		
PATH SKILLS +2 4 6		
_	Manoeuvre	
ф ф ф		
	SECONDARY PATH Level	, #
	9	
DCIONICS DCIONICS	Trance	
PSIONICS POWER POINTS Base Bonus Basic Miss		
PER DAY Points Points Racial Misc		
= + + +	Manoeuvre	
Bonus Points Manifester		
Level	KNOWN POWERS	*
= WIS × ÷ 2 (Round down)	POWERS MAX POWER MAX POINTS	Manifester
Power Points	KNOWN LEVEL POWER COST	Level
		=
	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 Level	8	
1	9	
2	10	
5	11	
8	12	
	13	
	14	
14	15	
17	16	
20	17	
Bonus feats should be Combat Feats or Psionic Feats	18	
TRANCE	19	
Level TWISTING PATH 12 Switch your trance as a swift action	20	
Level PATHWEAVING Uses per day	r	
Gain the benefit of both trances for up to 5 mins, provided you maintain psionic focus		
ETERNAL WARRIOR		
Level Add your wisdom modifier to attack, damage, AC, skill checks, ability checks, saving throws, initiative rolls and speed (gain 5ft per point)		