

# PSYCHIC WARRIOR

+2	4	6
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**POWER POINTS PER DAY**

	Base Points	Bonus Points	Racial	Misc
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

=  +  +  +

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
<b>1</b>
<b>2</b>
<b>5</b>
<b>8</b>
<b>11</b>
<b>14</b>
<b>17</b>
<b>20</b>

## TRANCE

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

Trance	
Maneuver	

Level	9
Trance	
Maneuver	

POWERS KNOWN	MAX POWER LEVEL	MAX POINTS POWER COST	Manifester Level	
<input type="text"/>	<input type="text"/>	<input type="text"/>	=	.....
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		