

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	TWISTING PATH	
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	ETERNAL WARRIOR	
20	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
			=

	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		