

PSIONICS UNLEASHED

PSYCHIC WARRIOR

Psychic
Warrior
Level
Manifester
Level

PATH SKILLS

	+2	4	6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

PSIONICS

POWER POINTS PER DAY

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

$$\text{Base Points} + \text{Bonus Points} + \text{Racial} + \text{Misc} = \text{Total Power Points}$$

$$\text{Total Power Points} = \text{WIS} \times \text{Manifester Level} \div 2 \text{ (Round down)}$$

Power Points

POWER LEVELS

Power Level	Point Cost	Power Save DC
1	1	<input type="text"/>
2	3	<input type="text"/>
3	5	<input type="text"/>
4	7	<input type="text"/>
5	9	<input type="text"/>
6	11	<input type="text"/>

Power Save DC = 10 + INT + Power Level

BONUS FEATS

Level
1
2
5
8
11
14
17
20

Bonus feats should be Combat Feats or Psionic Feats

TRANCE

Level	Twisting Path	Pathweaving	Eternal Warrior
12	Switch your trance as a swift action		
15		Gain the benefit of both trances for up to 5 mins, provided you maintain psionic focus	
20			Add your wisdom modifier to attack, damage, AC, skill checks, ability checks, saving throws, initiative rolls and speed (gain 5ft per point)

WARRIOR'S PATH

Trance

Manoeuvre

SECONDARY PATH

Level

9

Trance

Manoeuvre

KNOWN POWERS

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