

# 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"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

### PSIONICS

**POWER POINTS PER DAY**

Base Points:  Bonus Points:  Racial:  Misc:

**Power Points** =  +  +  +

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

### 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 **12** **TWISTING PATH**  
Switch your trance as a swift action

Level **15** **PATHWEAVING**  
Gain the benefit of both trances for up to 5 mins, provided you maintain psionic focus

Level **20** **ETERNAL WARRIOR**  
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

**1**

**2**

**3**

Level

Cost

Power

**1**

**2**

**3**

**4**

**5**

**6**

**7**

**8**

**9**

**10**

**11**

**12**

**13**

**14**

**15**

**16**

**17**

**18**

**19**

**20**

Level

Cost