

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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PSIONICS

POWER POINTS Puntos Base **Bonus Points** **Racial** **Misc**

AL DÍA = + + +

Bonus Points Manifester Level

Power Points = **SAB** × ÷ 2 (Redondear abajo)

POWER LEVELS

Nivel de Poder	Coste Puntos	CD Salv. Poder
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

DOTES ADICIONALES

Nivel

1

2

5

8

11

14

17

20

Bonus feats should be Combat Feats or Psionic Feats

TRANCE

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

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

Nivel **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

Nivel

9

Trance

Manoeuvre

PODERES CONOCIDOS

PODERES CONOCIDOS

MAX POWER NIVEL

MAX POINTS POWER COST

Manifester Level

Path Power

Nivel

Coste

1

2

3

Poder

Nivel

Coste

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20