

PSYCHIC WARRIOR

Psychic
Warrior
Level

Manifester
Level

+2	4	6
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POWER POINTS PER DAY	Base Points	Bonus Points	Sum	Sonstiges
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$$\boxed{} = \boxed{} + \boxed{} + \boxed{} + \boxed{}$$

Bonus Points

Manifester
Level

$$\frac{\text{WE} \times \text{Power Points}}{2} \quad (\text{abrunden})$$


Power Level	Point Cost	Power Save DC
1	1	
2	3	
3	5	
4	7	
5	9	
6	11	

$$\text{Power Save DC} = 10 + \text{INT} + \text{Power Level}$$

Stufe	
1	
2	
5	
8	
11	
14	no penalty for
17	
20	

Bonus feats should be Combat Feats or Psionic Feats

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

Stufe	PATHWEAVING	Uses per day
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Gain the benefit of both trances for up to 5 mins, provided you maintain psionic focus

Stufe 20 Add your wisdom modifier to attack, damage, AC, skill checks, ability checks, saving throws, initiative rolls and speed (gain 5ft per point)

Trance	
Manoeuvre	

Stufe	
9	
Trance	
Manoeuvre	

POWERS KNOWN	MAX POWER LEVEL	MAX POINTS POWER COST	Manifester Level
			=

Path Power	Stufe	Kosten
1		
2		
3		

Power	Stufe	Kosten
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
riding bareback		
16		
17		
18		
19		
20		

no penalty for riding bareback