

PSIONICS UNLEASHED

PSYCHIC  
WARRIOR

Psychic  
Warrior  
Level

Manifester  
Level

PATH SKILLS

+2 4 6

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PSIONICS

POWER POINTS  
PER DAY

Base Points Bonus Points Racial Misc

□ = + + +

Bonus Points Manifester Level

= WIS × ÷ 2 (Round down)

Power Points

POWER LEVELS

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

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
12	Switch your trance as a swift action
Level	PATHWEAVING
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)

Uses per day

WIS

WARRIOR'S PATH

Trance

Maneuver

SECONDARY PATH

Level

9

Trance

Maneuver

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