PSIONICS UNLEASHED Psychic Warrior	1	X	WARRIOR'S PATH			F
PSYCHIC Level	ii					
PSYCHIC Level WARRIOR Manifester Level		Trance				
PATH SKILLS	+2 4 6					
	P P P	Manoeuvre				
		Manocavic				
		×	SECONDARY PATH			*
	7 7 7	Stufe 9				
		Trance				
PSIONICS	7					
POWER POINTS Base Bonus PER DAY Points Points	Sonstiges					
Feats	+	Manoeuvre				
	·					
Bonus Points Manifester Level						_
		POWING	KNOWN POWERS	MAN DONNER		#
= WE × ÷ 2	(abrunden)	POWERS KNOWN	MAX POWER LEVEL	MAX POINTS POWER COST	Manifeste Level	er
Power Points					=	
		Path Power			Ctufe V	ooton /
		1			Stufe Ko	Costen
		2				
POWER I EVEL C					_	
Power Point Power	,	3				
Level Cost Save DC		Power			Stufe	Kosten
1 1		1				
2 3		2				
3 5		3				
4 7		4				
5 9		5				
6 11		6				
Power Save DC = 10 + INT + Power Level		7				
BONUS FEATS Stufe	*	8				
1		9				
2		10				
5		11				
		12				
8		13				
11		14				
14		15				
17		16				
20		17				
Bonus feats should be Combat Feats or Psionic	Feats	18				
TRANCE	,	19				
Stufe TWISTING PATH		20				
12 Switch your trance as a swift action	Uses per day					
Stufe Gain the benefit of both trances for up to	oses per udy					
5 mins, provided you maintain psionic focus						
Stufe Add your wisdom modifier to attack, damage, AC, skill checks, ability checks, saving throws, initiative rolls and speed (gain 5ft per point)	WE					