

PSYCHIC WARRIOR

Psychic

Warrior

Level

Nivel de
Manifestador

PATH SKILLS

+2 4 6

☐ ☐ ☐
☐ ☐ ☐
☐ ☐ ☐
☐ ☐ ☐
☐ ☐ ☐
☐ ☐ ☐

PSIÓNICA

POWER POINTS

AL DÍA

Puntos
BasePuntos
Adicionales

Racial

Misc

 = + + +

Puntos Adicionales

Nivel de
Manifestador
 = **SAB** × ÷ 2 (Redondear abajo)

Power Points

NIVELES DE PODER

Nivel de Poder Coste Puntos CD Salv. Poder

1 1

2 3

3 5

4 7

5 9

6 11

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 **TWISTING PATH**

12 Switch your trance as a swift action

Nivel **PATHWEAVING**

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

Nivel **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)

SAB

WARRIOR'S PATH

Trance

Manoeuvre

SECONDARY PATH

Nivel

9

Trance

Manoeuvre

PODERES CONOCIDOS

PODERES
CONOCIDOSMAX POWER
NIVELMAX POINTS
POWER COSTNivel de
Manifestador

 =

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