

# 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"/>	<input type="checkbox"/>	<input type="checkbox"/>
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### PSIONICS

**POWER POINTS PER DAY**

Base Points:  Bonus Points:  Racial:  Misc:

**Power Points** = **WIS** × **Manifester Level** ÷ 2 (Round down)

### 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**

Level **2**

Level **5**

Level **8**

Level **11**

Level **14**

Level **17**

Level **20**

Bonus feats should be Combat Feats or Psionic Feats

### TRANCE

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

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

Level **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

Level

9

Trance

Manoeuvre

### 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