

PSIONICS UNLEASHED

PSYCHIC WARRIOR

Psychic
Warrior
Level

Psionische Stufe

PATH SKILLS

+2 4 6

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PSIONICS

POWER POINTS
PER DAY

Base
Points

Bonus
Punkt

Feats

Sonstiges

=

+

+

+

Bonus Points

Psionische Stufe

=

WE

×

÷ 2

(abrunden)

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

BOUNS TALENT

Stufe

1

2

5

8

11

14

17

20

Bonus feats should be Combat Feats or Psionic Feats

TRANCE

Stufe

12

TWISTING PATH

Switch your trance as a swift action

Stufe

15

PATHWEAVING

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

Uses per day

Stufe

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)

WE

WARRIOR'S PATH

Trance

Manoeuvre

SECONDARY PATH

Stufe

9

Trance

Manoeuvre

KNOWN POWERS

POWERS
KNOWN

MAX POWER
LEVEL

MAX POINTS
POWER COST

Psionische Stufe

Path Power

Stufe

Kosten

1

2

3

Power

Stufe

Kosten

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20