PSIONICS UNLEASHED Psychic	· · · · · · · · · · · · · · · · · · ·	X.	WARRIOR'S PATH			# 1
PSYCHIC Warrior Level						
PSYCHIC Level 2 WARRIOR Livello psionico		Trance				
PATH SKILLS	<i>x</i>					
	-2 4 6					
		Manoeuvre				
		1: 11	SECONDARY PATH			#
		Livello 9				
PSIONICI		Trance				
POWER POINTS Punti Punti al GIORNO Base Bonus Razziale	Altro					
= + + +	.	Manoeuvre				
Punti Bonus Livello						
psionico		×	POTERI NOTI			*
= SAG × ÷ 2	dato per difet	to) POTERI KNOWN	LIVELLO MAX POTERE	MAX POINTS POWER COST	Livello psionico	
Power Points					=	
		Path Power			Livello Co	osto
		1			LIVEIIO	3310
	_{	2				
LIVELLI DI POTERE		3				
Livello Costo CD TS Potere Punto Potere		POTERE			Livello (Costo
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 TALENTI BONUS	*	8				
Livello		9				
1		10				
2		11				
5		12				
8		13				
		14				
14		15				
17		16				
20		17				
Bonus feats should be Combat Feats or Psionic Fe	Luto	18				
TRANCE Livello TWISTING PATH		19 20				
12 Switch your trance as a swift action		20				
Livello 15 PATHWEAVING Gain the benefit of both trances for up to 5 mins, provided you maintain psionic focus	Jses per day					
Livello Add your wisdom modifier to attack, damage, AC, skill checks, ability checks, saving throws, initiative rolls and speed (gain 5ft per point)	SAG					