

PSYCHIC WARRIOR

 Psychic
Warrior
Level
Manifester
Level

PATH SKILLS

+2 4 6

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PSIONICS

POWER POINTS
PER DAY
Base
PointsBonus
Points

Рассовый

Прочее

=

+

+

+

Bonus Points

Manifester
Level

=

WIS

×

÷ 2

(Округлять к меньшему)

Power Points

POWER LEVELS

Power Level	Point Cost	Power Save DC
1	1	<input type="text"/>
2	3	<input type="text"/>
3	5	<input type="text"/>
4	7	<input type="text"/>
5	9	<input type="text"/>
6	11	<input type="text"/>

Power Save DC = 10 + INT + Power Level

Бонусные черты

Уровень

1

2

5

8

11

14

17

20

Bonus feats should be Combat Feats or Psionic Feats

TRANCE

Уровень

12

Switch your trance as a swift action

PATHWEAVING

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

15

ETERNAL WARRIOR

Add your wisdom modifier to attack, damage, AC, skill checks, ability checks, saving throws, initiative rolls and speed (gain 5ft per point)

20

WIS

WARRIOR'S PATH

Trance

Manoeuvre

SECONDARY PATH

Уровень

9

Trance

Manoeuvre

KNOWN POWERS

POWERS
KNOWN

MAX POWER
LEVEL

MAX POINTS
POWER COST

Manifester
Level

=

Path Power

1

2

3

Уровень Цена

Power

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

Уровень Цена