	Psychic Warrior	WARRIOR'S PATH	<u>, </u>
PSYCHIC	Level		
PSYCHIC WARRIOR	anifester Level	Trance	
PATH SKILLS			
, IAIII SKILLS	+2 4 6		
		Manoeuvre	
	中中中		
	+ + +		,
		SECONDARY PATH	
		Livello	
		9	
PSIONICS		Trance	
POWER POINTS Base Bonus	torriale Altro		
PER DAY Points Points	lazziale Altro		
= + +	+	Manoeuvre	
*			
Bonus Points Manifester			
Level	_	KNOWN POWERS	*
= SAG × :	Arrotondato per dife	POWERS MAX POWER MAX POINTS KNOWN LEVEL POWER COST	Manifester Level
Power Points			=
		Path Power	Livello Costo
POWED I EVEL C		2	
Power Point Power	*	3	
Level Cost Save DC		Power 1	Livello Costo
1 1			
2 3		2	
3 5		,	
4 7		5	
5 9		6	
6 11			
Power Save DC = 10 + INT + Power Level TALENTI BONUS	#	7 8	
Livello	,		
1		9	
2		11	
5		12	
8		13	
11			
		14	
14		16	
17			
20		17 18	
Bonus feats should be Combat Feats or TRANCE	Psionic Feats		
Livello TWISTING PATH		20	
12 Switch your trance as a swift action		20	
Livello PATHWEAVING Gain the benefit of both trances for up to 5 mins, provided you maintain psionic for the second sec	Uses per day to focus		
ETERNAL WARRIOR			
Livello Add your wisdom modifier to attack, da 20 AC, skill checks, ability checks, saving initiative rolls and speed (gain 5ft per p	throws,		