

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

### PSIONICS

**POWER POINTS PER DAY**

Base Points	Bonus Points	Racial	Misc
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

$$\text{Base Points} + \text{Bonus Points} + \text{Racial} + \text{Misc} = \text{Total Power Points}$$

$$\text{Total Power Points} = \text{WIS} \times \text{Manifester Level} \div 2 \text{ (Round down)}$$

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

### BONUS FEATS

Level
1
2
5
8
11
14
17
20

Bonus feats should be Combat Feats or Psionic Feats

### TRANCE

Level	Twisting Path	Pathweaving	Eternal Warrior
12	Switch your trance as a swift action		
15		Gain the benefit of both trances for up to 5 mins, provided you maintain psionic focus	
20			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

Maneuver

### SECONDARY PATH

Level

9

Trance

Maneuver

### 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