

PSYCHIC WARRIOR

Psychic
Warrior
LevelNível de
Manifestação

PATH SKILLS

+2 4 6

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PSIONICS

POWER POINTS
PER DAYBase
PointsPontos
Bônus

Racial

Outros

=

+

+

+

Bonus Points

Nível de
Manifestação

=

SAB

×

÷

2
(Arredonda para Baixo)

Power Points

NÍVEIS DE PODER

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

TALENTO BÔNUS

Nível

1

2

5

8

11

14

17

20

Bonus feats should be Combat Feats or Psionic Feats

TRANCE

Nível

12

TWISTING PATH

Switch your trance as a swift action

Nível

15

PATHWEAVING

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

Uses per day

Nível

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)

SAB

WARRIOR'S PATH

Trance

Manoeuvre

SECONDARY PATH

Nível

9

Trance

Manoeuvre

KNOWN POWERS

POWERS
KNOWN
MAX POWER
LEVEL
MAX POINTS
POWER COST
Nível de
Manifestação

=

Path Power

1

2

3

Nível

Custo

Poder

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

Nível

Custo