

PSYCHIC WARRIOR

 Psychic
Warrior
Level
Manifester
Level

PATH SKILLS

+2 4 6

☐ ☐ ☐
☐ ☐ ☐
☐ ☐ ☐
☐ ☐ ☐
☐ ☐ ☐
☐ ☐ ☐

PSIONICS

POWER POINTS
PER DAY
Base
PointsBonus
Points

Racial

Misc

=

+

+

+

Bonus Points

Manifester
Level

=

WIS

×

÷ 2

(Round down)

Power Points

POWER LEVELS

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

BONUS FEATS

Level

1

2

5

8

11

14

17

20

Bonus feats should be Combat Feats or Psionic Feats

TRANCE

Level

12

TWISTING PATH

Switch your trance as a swift action

Level

15

PATHWEAVING

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

Uses per day

Level

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)

WIS

WARRIOR'S PATH

Trance

Manoeuvre

SECONDARY PATH

Level

9

Trance

Manoeuvre

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