PSIONICS UNLEASHED

PSYCHIC WARRIOR

Psychic Warrior Level

Psionische Stufe

PATH SKILLS

	+2	4	6
	■	☐	☐
	☐	☐	☐
	☐	☐	☐
	☐	☐	☐
	☐	☐	☐
	☐	☐	☐

PSIONICS

MACHTPUNKTE PER DAY		Base Points		Bonus Punkte		Volksbonus		Sonst.
	=		+		+		+	

Bonus Punkte — Psionische Stufe

= WE × ÷ 2 (abrunden)

Power Points

MACHTSTUFE

Macht Stufe	Punkt Kosten	Macht Rettungswurf (SG)
1	1	
2	3	
3	5	
4	7	
5	9	
6	11	

Power Save DC = 10 + INT + Power Level

BONUSTALENTE

Stufe	
1	
2	
5	
8	
11	
14	
17	
20	

Bonus feats should be Combat Feats or Psionic Feats

TRANCE

Stufe		Uses per day
12	**TWISTING PATH** Switch your trance as a swift action	
15	**PATHWEAVING** Gain the benefit of both trances for up to 5 mins, provided you maintain psionic focus	
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)	WE

WARRIOR'S PATH

Trance

Manoeuvre

SECONDARY PATH

Stufe 9

Trance

Manoeuvre

BEKANNTE MÄCHTE

MÄCHTE KNOWN	MAX. MACHT STUFE	MAX POINTS POWER COST	Psionische Stufe
			=

	Path Power	Stufe	Kosten
1			
2			
3			

	Macht	Stufe	Kosten
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			