

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"/>	<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

Power Points = **WIS** × **Manifester Level** ÷ 2 (Round down)

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 **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

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)

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