

Memory Muscle: The Pathfinder Psychic Warrior Handbook



About this Guide

Written by: Squirrel Dude, TiaC

Edited by Powerdork

[Discussion Here](#)

Why Make this Guide

There are already two psychic warrior handbooks, but they're both very incomplete. Neither was able to complete a review of equipment or feats, two things that are essential for any martial character in a 3.5 or Pathfinder game. It's almost impossible to do a complete contextualized review of equipment, but some guidance on feats needs to be provided.

Ratings Guide

Incredible - When one option really is so good that it breaks the expected scale.

Great - This is an option you should consider heavily getting for any build

Good - An option useful for most builds and most characters

Average - An alright option, usually either situationally good or not that powerful at all times.

Bad - An option or effect you should find a way to duplicate more efficiently unless you need it for good, great, or fantastic abilities.

Terrible - Skip these options unless you absolutely must have them for power or fluff reasons

Sources drawn from for this guide

Paizo Hardbacks:

Pathfinder Core Rulebook, Advanced Player's Guide, Advanced Class Guide, Advanced Race Guide, Inner Sea World Guide, Ultimate Combat, Ultimate Equipment, Ultimate Intrigue, Ultimate Magic

Paizo Player Companions and Pathfinder Chronicles

Blood of Angels, Blood of Fiends, Chelliax, Empire of Devils, Dirty Tactics Handbook, Seeker of Secrets

Dreamscarred Press

Ultimate Psionics, Path of War, Psionics Augmented: Compilation 2, Psionics Augmented: Feats and Powers, Psionics Augmented: Occult, Psionics Augmented: Seventh Path, Blood Forge

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Throughout the guide items may have annotations in superscript to note their source. Here is a guide to what those annotations mean.

Paizo 1st Party

CRB^{CRB} : Pathfinder Core Rulebook
 ACG^{ACG} : Advanced Class Guide
 APG^{APG} : Advanced Player's Guide
 AR^{ARG} : Advanced Race Guide
 ISWG^{ISWG} : Inner Sea World Guide
 UC^{UC} : Ultimate Combat
 UE^{UE} : Ultimate Equipment
 UI^{UI} : Ultimate Intrigue
 UM^{UM} : Ultimate Magic

Dreamscarred Press

UP^{UP} : Ultimate Psionics
 POW^{POW} : Path of War
 PA:C2^{PA:C2} Psionics Augmented: Compilation 2
 PA:F&P^{PA:F&P} Psionics Augmented: Feats and Powers
 PA:PC^{PA:PC} Psionics Augmented: Psicrystals Expanded
 PA:O^{PA:O} Psionics Augmented: Occult
 PA:7P^{PA:7P} Psionics Augmented: Seventh path

Why play a Psychic Warrior

Who should play a Psychic Warrior

People who want to play a versatile martial character, using their mind to flourish in any role on the battlefield. Psychic Warriors have better self buffs than the Magus and Warpriest, and are able to train themselves to fill any combat role a party needs. They are also for players who would rather use psionics than magic. Psychic Warriors can be vicious assassins, intimidating juggernauts, masters of battlefield control, steadfast bulwarks for their allies, rapid-fire archers, and everything in between.

Who shouldn't play a Psychic Warrior

People who want to use their power to play god - You aren't a psion, a wizard, or a sorcerer. Even a Warpriest is superior in this regard. You don't buff your allies, debuff your enemies, or control large areas of space with your powers.

People who want to use their power to blast enemies away - Psychic Warriors don't use their powers to explode enemies with fireballs or chain lightning. They use them to make themselves stronger and then crush enemies with their attacks.

People who want to be social butterflies - You can manage some tasks in social encounters, but you don't have the skill points, ability scores, or powers to control any room you walk into.



Why Use Psionics

Augmentation - Augmentation allows a manifesters to change the duration, DC, range, and effect of powers by spending more power points when they manifest them. The downside is that, unlike with arcane or divine spells, many psionic powers's 'primary effects do not automatically scale in effect with level. The upside is that you can custom tailor every power you manifest to the situation at hand and that many 1st level powers have staying power that will last through an adventurer's entire career.

No fancy books or holy symbols, and no flashy material, vocal, or somatic components required - You don't need to so much as wiggle a finger to manifest a power. In their place you have displays, which are usually much more subtle, and can be eliminated with a free DC 15+power level concentration check. You are not a stolen book or Sundered divine focus away from being useless, and you can manifest your powers much more surreptitiously.

Nova - "Nova" as in "Supernova." Meaning to burn brightly in a massive explosion of force and energy and then completely disappear. Psionicists burn brighter and faster than any other class in Pathfinder. Psychic Warriors, given the opportunity, can blow through their entire daily reserve of power points in a handful of rounds, turning themselves into nigh invulnerable killing machines. GMs would be wise to force any psionic character to face multiple encounters a day

Important Psionics Concepts/Rules

The Golden Rules of Psionics

1. You can not use more power points when you manifest a power than your manifester level. If your effective manifester level for a power is 7, then you can not spend more than 7 power points when manifesting it.
2. The power points you use to manifest a power can only come from one source. If your character has 12 power points and a cognizance crystal with 5 power points, they can manifest a power using 1-12 power points or 1-5 power points. You can not simultaneously drain from both sources to manifest a power for 13 to 17 power points

Drill those into your head.

Displays

Instead of verbal, somatic, or material components, psionics uses displays. Every power has a display, but not necessarily all the displays. There are 5 kinds: auditory, material, mental, olfactory, and visual. Know which display your power uses because it can allow for much more subtle application of powers. For example, auditory, mental and olfactory displays have options to make it so that the power's manifestation can only be noticed by creatures within 20 ft of the manifester. That is a massive advantage compared to spells which require you to stand yelling and waving your arms, letting everyone know you just cast a spell.

If that's not subtle enough, manifesters can make a DC 15+power level concentration check to eliminate the display from the power entirely. There isn't any penalty to attempting to remove a display, even on a failure.

Metapsionics: Points vs. Spell Levels

Metapsionic feats virtually always require you to expend your psionic focus in order to use them. Compared to metamagic, this can make them a tad less useful in combat. You can't throw out a quickened empowered *fireball*, and then immediately throw out an extended *wall of force* without additional feat investment, for example. In exchange your metapsionics are almost always, effectively 1 power level cheaper after augmentation than metamagic. Empower power only costs 2 extra power points, compared to empower spell costing 2 spell levels. Maximize power only costs 4 extra power points. Lingering power doesn't cost any extra power points. Manifesters will be able to use metapsionics on more powerful effects than arcane casters will, be able to use them sooner, and can use them more efficiently.

Because you're using power points and not spell levels, your ability to use metapsionics is not tied to your highest power level known, but to your manifester level. If you're an 11th level manifester, but for some reason only know 4th level powers (which cost 7 PP to manifest), you can spend 4 more points to manifest that power with metapsionics.

Psionic-Magic Transparency

Now the assumed ruleset for psionics, this makes psionic detection powers much better. *Detect psionics* works on magic and *detect magic* works on psionics. *Anti-magic field* and *dispel magic* now counter psionic powers. *Dispel psionics* and *null psionics field* now counter magic spells. Dead magic areas and planes are now also dead psionics areas and planes. Bonuses of the same type do not stack even if they are from both spells and powers. There are important areas where powers and spells do not cross over.

- Psionic powers can not be counterspelled by magic
- Metamagic feats do not work with psionic powers / Metapsionic feats do not work with magic spells
- Powers can not be used as prerequisites for feats or prestige classes that require spells. For example, knowledge of a third level power does not qualify you for a prestige class that requires knowledge of a third level spell.

There's more to it than all of that. Make sure you and your GM are familiar with the rules on how effects stack, what order they are dispelled in, etc.

Independent Research

An expensive option, and one that probably isn't worth it because it still counts against your powers known. However, it does let you gain powers that you normally wouldn't have access to, or create your own powers.

Class Overview

General Advice

You're not a generalist - You are not a Bard, Inquisitor, or Alchemist. You don't have a breadth of class features that let you support the party in any encounter no matter what you've chosen to do so far. You are a class that will pick something and become elite at that while also finding other areas to contribute.

Don't be a one trick pony - Emphasis on "While finding other areas to contribute." If you're good at tripping, don't tailor your entire power list to make you better at tripping. Use powers and skills to add extra versatility. Pick one or two out of combat roles and specialize in them like you would combat.

Take a good look at prestige classes - After around level 6 or 7 your class abilities start to get a little less interesting. If you're looking for more abilities rather than larger bonuses, prestige classing and multiclassing will be the way to go. You have the bonus feats to make entry costs a little less steep.

Combat Roles for a Psychic Warrior

Buffing Allies - At higher levels you might get some way to do this either through the share power feat or psionic tattoos, but almost all of your best buffing powers are personal range only.

Debuffing Enemies - You don't have a lot of ranged touch power or many save or suck powers, but you do have quite a few powers that trigger and do nasty things to enemies without allowing them a save when you hit them.

Large Area Control - The Thunderjarl archetype can do this a little bit better than the normal psychic warrior, but your power list is pretty bereft of anything even as good as *solid fog*, let alone *cloudkill*.

Summoning - You could choose to take the *astral construct* power with Expanded Knowledge, and get some utility from summoning. Otherwise you can't do it at all.

Battlefield Assassin - If you focus on them, you actually have quite a few mobility and concealment powers to generate surprise rounds and pounce on the softest targets.

Melee Area Control - The interceptor and gladiator trances, along with powers like *expansion*, *entangling strike*, *wintry grasp*, and your bonus feats, you have all the tools necessary to excel controlling the battlefield with your weapon.

Shock Trooper - By level 4 you'll have access to *expansion* and *psionic lion's charge*. There are few enemies that will actually manage to stand in your way when you go to move them or just move through them.

The Intimidator - This can often just be grafted onto many of other melee types, letting you make free single-target or group intimidate checks as you go along your business. You might struggle to be great at it, but it's not too hard to jump into.

Master Grappler - You'll be good at grappling, possibly great even, but it's a style that struggles to scale into the higher character levels. It also has problems dealing with multiple enemies or quickly dealing damage to single targets.

Ranged Damage - psychic warriors will slightly struggle getting archery feats on pace with other classes, but they won't have an issue getting all of the feats they need to make archery powerful. With the class's bonus feats and the feats present in Ultimate Psionics, psychic warriors can make themselves elite using thrown weapons. This also lets them flow naturally into playing a switch-hitter using one weapon for melee and ranged attacks.

Tank - *Vigor*, *expansion*, *vampiric weapon*, and plenty of feats and abilities let you safely absorb damage and force attention onto yourself

Out of Combat

Healing - Even with the right feats, you'll struggle to do more than provide a few extra hitpoints here and there. Most of your status healing will be done with dorjes and power stones, if at all.

Gathering Information - Psychic Warriors don't really do investigation or divination. The most they're usually going to provide is the occasional attempt to intimidate a source into talking.

Party Face - . You'll be able to support the party with skills like perceptions and sense motive, but you can't take the lead in every social situation for the party.

Scouting and Espionage - You're much better at the physical scouting part of the equation, but can build your character towards using disguise and bluff to talk their way into places they don't belong.

Transportation - Very similar to the party face role, you can do a little bit for yourself, but you aren't going to solve transport problems for the rest of the party.

Ability Scores

Strength - For most psychic warriors this is the ability that determines their attack and damage. For archers and assassins this is at best going to be secondary damage and some Combat Maneuver defense

Dexterity - Every character has some use for Dex. It's either your attack and damage score or a bonus to AC and Reflex saves

Constitution - HP and Fort saves are hugely important, this should never be lower than 14 after racial modifiers.

Intelligence - 10 will be enough for everyone except psychic warriors who want to take Combat Expertise

Wisdom - Your manifesting power. Target a 16 after racial modifiers

Charisma - Folks who want to get into intimidate need at least 10 here. Otherwise dump the hell out of this.

Priorities

Str Melee Damage - **STR** > **WIS** > **CON** > **DEX** > **INT** >>> **CHA**

Everything you do is going to be keyed off of Strength. Eventually getting some Dexterity bonuses will be healthy for your AC, initiative, and Acrobatics skill checks.

Str Melee Control - **STR** > **WIS** > **CON** > **INT** > **DEX** >>> **CHA**

Combat Expertise and Improved Trip require you have 13 INT. You never need another point after that. If you can wait until you get a headband of +4 Int/+4 Wisdom, are taking one of the replacement feats, or would rather do Bull Rush or Grapple, you can just go with a build that prioritizes melee damage

Dex Melee/Thrown Weapons - **DEX** > **WIS** > **CON** > **INT** > **STR** >>> **CHA**

Strength will still matter for a few important skill checks and carrying capacity, so don't totally abandon it. Consider pumping intelligence up a bit for more skill points.

Archery - **DEX** > **WIS** > **CON** > **STR** > **INT** >>> **CHA**

You'll be able to stay out of trouble, so you won't need as much Con as other Psychic Warriors. You'll need a bit more Strength for composite bows.

Example Point Buys

Before racial stat adjustments, presented as Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma

Point Buy	Str Melee Damage	Str Melee Control [^]	Dex Melee/Thrown Weapons [*]	Archery
15 Points	17 9 12 10 14 7	16 9 12 13 14 7	9 16 14 10 14 7	12 16 12 10 14 7
20 Points	18 10 12 10 14 7	17 10 13 13 14 7	9 16 14 10 16 7	12 16 12 10 16 7
25 Points	18 12 14 10 14 7	18 9 14 13 14 7	9 17 14 10 16 8	12 16 14 10 16 8

[^]If you are not planning on taking Improved Trip, refer to Str Melee damage. Grapplers will need to invest more into dexterity

^{*}If the Deadly Agility feat from Path of War isn't available, and you can't wait on getting the *agile*^{UP} weapon special ability, Dex Melee should look towards Archery stats

The Chassis

d8 HD ¾ BAB The bane of every casting/martial hybrid class. The biggest problem for you will be feat timing and hit points.

4+Int Skills per level - This will be more than enough to handle all your responsibilities inside combat, as well as let you do a little bit outside of combat.

Saving Throws - You'll have a good wisdom score, but you'll still be looking for ways to improve the Will save. The Reflex save for non-dexterity based psychic warriors will stay poor, but it's the least important one.

Class Skills - You get the most rolled skill in the game, and the always appreciated Acrobatics and Autohypnosis. Your Warrior's Path selections at level 1 and level 9 will grant you additional class skills.

Armor and Weapon Proficiency - Proficiency with everything that matters, and you can manifest your powers in all of it.

Class Features

Powers - Not as powerful as full casters, but still effective. A good point of comparison is the Magus. Another D8 HD ¾ BAB front line character. Where the Magus has incredible damage potential, the Psychic Warrior is more versatile in its fighting styles, with a much more diverse set of personal buffs.

Bonus Feats - You'll get 7 bonus combat or psionic feats. That's basically the only two pools you'll be taking feats from anyway.

Psionic Proficiency - A way to access Psionic feats without being held back by your mediocre BAB is nice, but your combat feats are still going to be delayed.

Talents - Your list is pretty limited in utility. Usually it will be *detect psionics* plus something that fits your character goals.

Warrior's Path(Ex) - Paths provide you bonus powers, extra class skills, flat bonuses to attacks and skills, and extra maneuver actions. Use these to make yourself better at everything your character is trying to do.

Martial Power - This allows you to stay ahead of the action economy curve by manifesting your path powers while you make attacks.. Use this to come flying out the gates on the first turn of combat and the surprise round.

Secondary Path(Ex) - At the start this is likely just a few extra powers and a new class skill. Gets much better with Pathweaving.

Twisting Path(Ex) - This actually shouldn't be very helpful. By the time you get this ability, you should already have a second (or even third) focus, letting you swap trances around all of the time.

Pathweaving(Su) - There are a lot of trances that would combine well together, especially if you had the advanced path feats. It's frustrating how late this shows up so late AND has a use/day limit.

Eternal Warrior(SU) - A +5 to +7 bonus to all your rolls for a few minutes once/day.

Aside: An Overloaded Resource Pool

Psychic Warriors have more tools at their disposal than they're able to make regular use of. Psionic powers, Path trances and maneuvers, feats, and the general skills and combat actions. All of these will be competing for resources and actions during combat. Psychic Warriors would do well to work planning their abilities and prepping ahead of combat to avoid stretching themselves too thin.

An Overloaded Action Economy

The Psychic warrior will have many standard, move, and immediate/swift actions to balance out every single turn. This is true of every gish type class in Pathfinder, but it is particularly true of Psychic warriors. A Magus or Warpriest doesn't need to make a move action to regain his psionic focus. The more a Psychic Warrior chases full attacks, like most martial characters should, the more cramped this action economy will become.

An Overloaded Pool of Power Points and Powers Known

Psychic warriors only get 128 points and 20 powers known from their class. A generous estimate would put a Psychic warrior ending with around 230 power points. A Psion will end up with over 350 power points and 36 powers known. Most psychic warriors will rely on heavily augmenting at least one of *inertial armor*, *expansion*, or *claws of the beast* to keep those bonuses scaling into the late game. You'll also be stretched thin for utility powers. Set aside resources for dorjes, power stones, and tattoos to relieve some of this burden

An Overloaded Psionic Focus

Psionic Focus is the state you must maintain to manifest powers and benefit from your path trances and some feats. Meanwhile, many of your psionic feats, metapsionic feats, path maneuvers, and psionic power triggers will call for you to expend your psionic focus to activate them at all. Certain priority feats lessen the burden, but exploiting these abilities too often can cripple a psychic warrior's action economy as they need long pauses in combat to regain their focus.

Paths

Warrior Paths are one of the key ways that you'll specialize your character. You'll note that I haven't rated any as **great** or **fantastic**. Paths provide similar bonuses to each other, but typically only to a specific type of attack or action. There isn't any strictly dominant Path selection. Each is simply a strong complement to the character you've decided to build.

Anomalous^{PA:C2 rated by TiaC}

This path is made for the Halo Knight archetype and is very strong for Halo Knights. It's pretty terrible otherwise, although the trance might be useful as a secondary path.

Powers - These powers are useless if no one else is using animus, which is way too narrow. Even if they are, they don't do much.

Skills - Perception is amazing and Spellcraft isn't bad.

Bonus Class Skill: Knowledge (arcana) - You don't have enough Int or skill points to want this.

Trance - A scaling dwarf-style bonus to saves is a pretty strong defensive bonus.

Maneuver - This can generate tons of Animus to fuel your Halo Knight abilities, but if you aren't a Halo Knight and don't have Martial Training (Elemental Flux), you can't use the animus.



Archer

You obviously go this path if you're thinking of playing a ranged Psywar. Many other types of character won't get anything from this.

Powers - *Force screen* is useful for characters using a two-handed weapon.

Psychokinetic cannon is not useful for any archer.

Skills - Perception is the obvious gem here. Ride if you want to go into mounted archery is nice, and Stealth if you want to be a sneaky sniper.

Bonus Class Skill: Stealth - If you're going the stealth route, you'll want to max it out as much as possible. Unfortunately you lack anything close to *invisibility* or similar powers to help with your stealth attempts.

Trance: A scaling bonus to ranged attack rolls. Covers for the penalty you'll take to make additional attacks/round.

Maneuver: Being able to make ranged trip attempts sound great, but it will never be reliable enough with your small CMB and lack of feat investment into maneuvers.

Ascetic^{UP}

This is a very good pickup if you're playing a character who won't be wearing armor. Otherwise it's basically worthless. It's not sufficient as a first path selection because it provides you no meaningful offensive bonuses of any kind, and the bonus class skill is worthless. It's much better as a second path selection, particularly once you get Pathweaving.

Powers: *Defensive precognition* does stack with your trance. *Offensive precognition* isn't enough on its own as an offensive boost..

Skills: Two out of three ain't bad

Bonus Class Skill: Knowledge (religion) - You have no use for this skill, not even as a prerequisite for feats or prestige classes.

Trance: If you're following the Mind Knight, Assassin, or possibly the Archer path, this is going to end up as a very solid boon.

Being totally unable to change these out without expending and regaining your psionic focus will be annoying.

Maneuver: Until you get the ability to have two psionic focus, this is a worthless ability. You trade the ability to manifest powers and X competence bonus to AC (or saves) for at best X+1 dodge bonus to AC. Once you aren't just swapping bonus types, it will make you very hard to hit for a turn.

Assassin^{UP}

The main reason to take this will be the skills and the trance at later levels. Early on it's just a raw damage boost for a class that will have more problems with accuracy

Powers - A talent, and *prevenom* which will quickly lose its potency.

Skills - Every skill here is good or useful for the type of character that will take this path

Bonus Class Skill: Stealth - If you're going the stealth route, you'll want to max it out as much as possible. Unfortunately you lack anything close to *invisibility* or similar powers to help with your stealth attempts.

Trance - This scaling bonus to damage on every attack will become very appealing to two-weapon or natural weapon psychic warriors, but not at early levels.

Maneuver - +2d6/upwards +7d6 precision damage for a single attack at the cost of your psionic focus. If you're going for a character that deals big damage in one attack that's useful, but a lot of the tactical work of melee is maneuvering around for full attacks.

Brawling^{UP}

Brawling is actually less about becoming better at succeeding grappling checks than it is about being better at dealing damage after you've succeeded in a grapple check. A solid choice for a grapple build but maybe not the first choice

Powers - *Grip of iron* is good for this archetype, but *hammer* may end up awkward to use.

Skills - You'll be increasing two of these skills anyway, and you may want escape artist as well

Bonus Class Skill: Escape Artist - Your grapple check will likely be a better way to escape attempts, and you'll eventually get powers that can do more than this skill.

Trance - Free damage when you're making grapple checks is nice, but not until after you've managed to scale some consistent bonuses to actually making the grapple check.

Maneuver - Nonlethal damage is actually totally fine to deal in most situations. It effectively stacks with regular damage. Unfortunately quite a few common enemies are totally immune to it.

Dervish^{UP}

This is the obvious path for any character that wants to do two-weapon fighting with manufactured weapons.

Powers - *Force screen* is the bigger get. *Metaphysical weapon* is a little awkward when you're likely holding two.

Skills - Two worthless skills and also Acrobatics

Bonus Class Skill: Bluff - I don't know what this has to do with two-weapon fighting.

Trance - A scaling bonus to attack rolls. Covers for the penalty you'll take to make additional attacks/round.

Maneuver - If you have a bunch of attacks, and your enemies are scrunched up together, you can safely shuffle towards the squishy targets without giving up your attacks.

Feral^{UP}

The choice for any psychic warrior who wants to focus on using natural weapons. This also has a few goodies for characters that decide to stick with manufactured weapons.

Powers - You really only need one of these powers, but one is absolutely necessary if you're going natural weapons

Skills - Two skills you'll be happy to boost up and Survival.

Bonus Class Skill: Survival - You'll be good at it, but it's often solving problems that low level spells or some gold can address,

Trance - Another scaling bonus to attack rolls. Covers for the penalty you'll take to make additional attacks.

Maneuver - Don't let the path's theme fool you. You aren't required to be using natural weapons to take advantage of this ability. Any weapon gets the bonus attacks after a charge.

Gladiator^{UP}

This is *the* combat maneuver path. It will be a **great** pick for anyone who wants to focus on them, but doesn't have much of anything for characters uninterested in tripping or bull rushing their opponents.

Powers - *Grip of Iron* is useful here like it was with the brawler path, but the other power is *tactical precognition*.

Skills - 2 very good skills and the potential for the third to be useful.

Bonus Class Skill: Bluff - Mostly for the poorly regarded Feint maneuver. You don't have the Charisma to be very good at it, either.

Trance - This is the only offensive+defensive bonus stance, granting you bonuses to both your CMB and CMD,

Maneuver - Expend your psionic focus to replicate a lot of the parts of the improved [combat maneuver] feats. One of a handful of impressive maneuvers.

Hungering^{PA: C2 rated by TiaC}

This path is made for a debuffer. However, you still don't have many good powers that force a save, so you're probably better off using your saveless debuffs that affect the creatures you hit.

Powers - *Dissipating touch* is awful. *Corrosive aura* can be efficient damage per power point and it benefits from your trance, but you need good control abilities to keep enemies next to you

Skills - Perception is amazing and Intimidate is good too.

Bonus Class Skill: Knowledge (planes) - This identifies some things, but you don't have enough Int to make good use of it.

Trance - An aura that debuffs saves against your abilities is very good if you're using anything that offers a saving throw. You don't have many good options for this natively, but if you have a build that uses saves, this is a pretty significant boost.

Maneuver - Being able to burn your enemy's power points is nearly useless, since NPCs don't really have to care about endurance. However, you get the temp power points even if your target doesn't have any power points to drain, so you can use this for a bit of added endurance, even though they don't stack.

Infiltrator^{UP}

The bonuses are all over the place. The only clear draw here is the *minor metamorphosis* path power, which will eventually stop scaling. Otherwise you need a game heavily focused on social deception for this to be useful.

Powers - Really the only reason to take this path. This is the only way without Expanded Knowledge feats to get any *metamorphosis* power.

Skills - A bunch of non class skills you won't naturally be competent at.

Bonus Class Skill: Disguise - You'll actually be okay at this skill with the trance, but it's typically very niche and powers/magic/magic items are a better tool.

Trance - You're likely better off taking Advanced Feral Path for the bonus damage and better off taking feats for the skill bonuses. Solid choice if you want both of those things

Maneuver -. It is tricky to get AOE intimidate checks, but there are better ways to do it than this. You'd prefer to be manifesting *metamorphosis* before you enter combat, not when the enemies are within 30 ft.

Interceptor^{UP}

One of the clear choices for any character who wants to build around AOOs and area control or wants to try and tank for his teammates. If you aren't interested in doing that then you probably aren't interested in this.

Powers - *Expansion* is mandatory for any combat maneuver focused character, and *burst* is a useful power to quickly close the distance on an enemy

Skills - Two of your three great skills and the one face skill you'll most easily be able to make work.

Bonus Class Skill: Intimidate - You can take a feat to add your Strength bonus to this skill and you can use *expansion* to further power this skill. You need to focus to make it good, but you can do it pretty easily.

Trance - A scaling attack AND damage bonus, but only applies when your allies are being threatened. You'll need reach or ranged weapon, mobility, and/or a helpful teammate to proc this consistently. If you can do that, it's **great**

Maneuver - Punish enemies with free attacks that make them worse at hitting and hurting your allies. Combines well with reach weapons and *expansion*.

Mind Knight^{UP}

This has a great maneuver and a trance that a lot of characters will see some benefit from. The *call weaponry* gimmick can completely lose its luster as the game moves forward and magic weapons become the standard. Gets better the harder it will be to get gear

Powers - The powers should make the gimmick clear. You can call weapons and armor to yourself rather than having to wear and buy it. It's **great** if you want to devote yourself to doing that, but if you are actually going to take advantage of your proficiencies and keep looted magical weapons it's situational at best.

Skills - Only one skill you're pleased to have on this list

Bonus Class Skill: Diplomacy - Diplomacy is the best social skill, but someone else in your party should be better at it.

Trance - The initiative bonus is evergreen. It also has an untyped scaling attack and damage bonus, so it stacks with other trance abilities, but it only counts when you're using a weapon you gained through call-weaponry.

Maneuver - Expend your psionic focus to get what becomes a standard action whirlwind attack. Well worth it.



Outrider^{PA:C2 rated by TiaC}

The mounted combat path. This gives you a tough, mobile and replaceable mount. You can make an effective charger with *psionic lion's charge*, a lance and Spirited Charge.

Powers - *Astral construct* is great, especially when manifested through Martial Power, and *skate* is a bit more speed for you or your mount.

Skills - Ride sees some use in this path, Acrobatics doesn't work while mounted, and Handle Animal is still useless, as your trance mount isn't an animal.

Bonus Class Skill: Handle Animal - Your trance mount isn't an animal and you have low Charisma, so this is useless.

Trance - This solves some of the biggest problems with mounted combat. It can be created and mounted as a free action, it is the same size as its rider, so it works in tight spaces. It's a construct with defense based on your stats and movement that scales and increases with your own. It's hard to kill and can be replaced if it does die. However, don't treat it as expendable. You lose all of your psionic focuses when it dies.

Maneuver - A swift action to boost your mount's speed isn't bad, since this doesn't cost you your focus.

Shackler^{PA:7P rated by TiaC}

It's not entirely clear if this path can be taken without the associated archetype, but I think it can be. This path is good for Intimidate builds and has a decent control ability in the maneuver.

Powers - A mediocre utility power and a very situational defensive power. The only really useful part is being able to speak a new language on command.

Skills - You'll want Intimidate and Autohypnosis is always good.

Bonus Class Skill: Knowledge (religion) - You have no use for this skill, not even as a prerequisite for feats or prestige classes.

Trance - The scaling bonus is useless, but a free Intimidate once per round against a creature you hit that ignores all immunities deals with two of the biggest problems of Intimidate builds, the action cost and the prevalence of immunities

Maneuver - Being able to prevent an opponent from moving more than 10' from you is good control. No initial save is good, but the subsequent save is Charisma based, so it's going to be awful. However, it's a standard action to break the effect, which means that even if an enemy breaks it, they've still lost their turn. The option for swift action demoralization and penalty to the target's attack rolls are nice bonuses. Being able to affect multiple targets at once isn't very useful, so this is a decent path if you plan to multiclass in a way that won't advance your path.

Survivor^{UP}

The Psychic Warrior class needs more hitpoints and survivability. This should be the way to do that. The most it does in that regard is give you the *vigor* power which you should be considering taking anyway.

Powers - *Vigor* is one of the, if not *the*, best low level buff power. *Catfall* is here, too.

Skills - You won't need huge bonuses to these skills to hit the DCs, except maybe Autohypnosis,

Bonus Class Skill: Survival - You'll be good at it, but it's often solving problems that low level spells can address,

Trance - DR 2/- is nice at level 3. It quickly tails off in usefulness.

Maneuver -. You gain an insignificant bonus to Will saves, but also gain the Stalwart and eventually Improved Stalwart^{UP pg32} abilities. Solid, but keep in mind that Fort/Will saves are much less likely to have partial effects than Reflex saves.

Weaponmaster^{UP}

This is the most easy to access flat attack bonus from a trance. It's also one of the better maneuvers. Everything else is pretty unremarkable.

Powers - A solid but unremarkable defensive spell and a solid but unremarkable offensive spell

Skills - You only care about one of these skills, and you can get it as a path skill from a lot of other paths.

Bonus Class Skill: Knowledge(nobility) - Rivals Kn(geography) for the most worthless knowledge skill in the game.

Trance - A flat bonus to attack rolls with any melee weapon.

Maneuver - When melee combat moves to purely maneuvering for full attacks, the ability to take an enemy's first attack and then 5ft. step away to negate the rest of them is very valuable. In the early game free attacks with bonuses are still good.

RACIAL CHOICES

I'll take the time to cover the races from the Advanced Race Guide, but be aware that most of your best options are going to be in Ultimate Psionics. There are a ton of races that take penalties to Con or Wis, which makes them more or less verboten. Besides that, races outside of Core and Ultimate Psionics have no extra support for psionic classes besides their base abilities. The guide will only include races that are in Ultimate Psionics, the CRB or are considered to be at least **average** selections for a Psychic warrior

Ultimate Psionics Races

Blues - Just not a useful choice, not even as an infiltrating character.

Dromites - Scent is incredibly powerful, but you'll be able to get that elsewhere and with more ability score bonuses.

Duergar - Bonuses to stats that matter for any psychic warrior, the always nice Hardy trait, and excellent psi-like abilities.

Elan - Elan are a good choice for any psionic class with their powerful racial bonuses.

Forgeborn - They get a bonus to Strength, lots of saving throw resistances against nasty effects, and don't need to breathe, eat, drink, or sleep. You can do much worse.

Half-Giant - A non-starter for any Dexterity-based psychic warrior, but a great choice for Strength-based psychic warriors with their ability bonus and powerful build. They also have their own archetype, the Thunderjarl.

Maenad - The ability to enter a kind of rage is pretty neat, but there's a lot of very situational or unhelpful bonuses that you can't trade off.

Noral - It's not that they're bad choices so much as they don't offer many benefits to you that aren't topped by other options.

Ophidian - The best overall choice for Dexterity-based psychic warriors, and with some solid alternate racial traits.

Xeph - *Burst* is a nice get as a psi-like ability and they have a weaker version of Hardy as well.



Core Races^{ARG}

Dwarves - Typically the Duergar in Ultimate Psionics will work better than these guys.

Elves - Con penalty, next.

Gnomes - No bonuses to your most important stuff

Half-Elves - Half Elves are never going to be a truly terrible choice

Half-Orcs - Ferocity when you can manifest powers or cast spells is always going to be a big boon.

Halflings - Xeph or Dromites are better options if your looking at these stat arrays

Humans - Humans are always a good choice. The bonus feat is appreciated, as is their alternate favored class bonus granting you more powers known.

Featured Races^{ARG}

Aasimar - Aasimar were written to get two bonuses to two stats with no penalty and also get a bunch of racial abilities. I couldn't tell you why. The base option in the Advanced Race Guide still doesn't offer much. If your DM allows you to take the alternate bloodline options from Player Companion: Blood of Angels, Garuda Blooded is a good choice for Dex-based psychic warriors.

Hobgoblins - They're a very boring choice, but it's hard to say they're bad when you get solid bonuses with no penalty.-

Oreads - Bonuses to Strength and Wisdom, solid racial traits. A completely reasonable choice.

Tieflings - The base Tiefling isn't good. However, if your GM approves of using the Player Companion: Blood of Fiends, then you get quite a few good alternatives. Demodand, and Devil blooded are **reasonable**. Aursa, Oni, and Qlippoth blooded



are **good** options, with Oni probably being the best choice with the best stat area and *alter self* SLA.

Undines - Bonuses to Dexterity and Wisdom, with slightly worse racial traits than the Oread. Not an unreasonable choice.

Uncommon Races^{ARG}

Duergar - You get the same or worse penalties and less useful bonuses as the Ultimate Psionics Duergar.

Gripplis - A very reasonable choice for Dex-based psychic warriors, particularly archers.

Kitsune - Kitsune have a bunch of useful racial traits, but their bonuses just aren't good enough.

Merfolk - If you can get around their garbage land speed they're a good choice. Beware flying rulebooks.

Nagaji - I very slightly prefer Sulis as a choice to these guys.

Strix - You pick Strix because they can fly natively. That's about it.

Sulis - Strength bonuses are nice, but you're not really interested in a charisma bonus

Svirfneblins - These guys have a lot of gimmicks, including native spell resistance.

Vanaras - Prehensile tails for key items and a good combination of bonuses for dex based psychic warriors.



Blood Forge Races^(Blood Forge)

Aellar - Dex, Wis and non-magical flight at level 9. It doesn't matter that the rest of the package is a little underwhelming.

Blinkling - A very good choice for any psychic warrior looking to be their party's scout or a battlefield assassin.

Dreige - Powerful build, A useful ancient grudge, and treating all of your attacks as Cold Iron is enough to look past not being naturally psionic

Half-gnoll - A god statline, and traits that will usually be relevant

Half-Sahaugin - A strong option in a campaign with a lot of water, but otherwise underwhelming.

Hexbreather - A good class feature, claws, ferocity are almost enough to overcome mediocre ability score bonuses.

Lasher - Most interesting as one of the very few ways to get a constrict attack, and thus pursue the Final Embrace^{UC} feat chain, and thus get the very desirable grab special attack.

Murk - Lots of defensive bonuses and a good base statline for a frontline psychic warrior

Oggr - Even with powerful build I think the Murk is just a little better

Thrallspawn - The only naturally psionic choice in the book and it just isn't that good

Watcher - The stat line is a little less impressive than the Aellar but it's still non-magical flight at level 9

Woodborn - A great statline, slam attacks, and relevant PsyWar FCB.

Wulfskin - A great statline, a good defensive ability, a breath attack, and the always valuable scent ability.

Psychic Warrior Skills

Class Skills

Acrobatics - A very useful skill for any martial character. Mobility matters.

Autohypnosis - There are a ton of funky uses for this skill, and you'll be very good at it. It's at least worth investing points into for the Psionic Meditation Feat.

Climb - 1 or 2 points here will be enough. You'll get powers that can get you around this.

Craft - You won't have the Int to really take advantage of this skill, though magic crafting feats can be very valuable.

Knowledge(psionics) - Even though you're playing a psionic character, psionic monsters aren't that common and you won't be that good at the skill

Perception - You're a Wisdom-based character and this is the most rolled skill in the game. Max it.

Profession - The only common use for this will be profession(sailor) in a naval setting.

Ride - There isn't adequate game support or class support for mounted combat.

Spellcraft - Put some points in this to make trained checks

Swim - 1 or 2 points here will be enough. You'll get powers that can get you around this.

Other Skills

Appraise - You won't have the Int bonus required to hit the stupidly high DCs of this skill

Bluff - You don't have the powers or skill points to really develop this skill.

Diplomacy - You have no class support for this, but it's the best social skill in the game.

Disable Device - This will have some utility and you'll be okay at it, if you're playing a finesse/scouting psychic warrior.

Disguise - You *can* make this a class skill and get passive bonuses toward it, or you can use low-level powers or skills.

Escape Artist - You'll get powers, trances, raw Strength and other better ways to escape from ropes and grapples.

Fly - This will matter at later levels when flight becomes more common.

Handle Animal - You don't have a mount class feature, and if you get one its training is better left to someone else.

Heal - At early levels this has some uses, but powers and spells will quickly do what this skill does.

Intimidate - The social skill you can most easily be effective at.

Knowledges(any) - You don't have the skill points to spare or the Int to hit high DCs

Linguistics - Someone will have a *comprehend language* on hand if this matters.

Perform - You'll suck at this skill and have no use for it. You don't even want this as a prerequisite for the Dervish Dance feat.

Sense Motive - It's not a class skill, but you will be good at it and it will give you a role in social encounters.

Sleight of Hand - Sleight of hand has uses for an assassin-type character, but you'll be stretched thin for skill points to fit it in.

Stealth - A pretty common pickup for a Dex-based psychic warrior. You ought to max this skill if you're going to put points in it.

Survival - You'll be good at this skill, so you might be the person in the party to handle it.

Use Magic Device - Power points and powers known are your two biggest limitations. High DCs so I would advise waiting until after surviving lower levels and then heavily investing in this.

Psionic Traits

[Here is a complete guide to Pathfinder traits](#), by Dragonamedrake [\[discussion\]](#). I will only look at traits in Ultimate Psionics.

Psionic Traits

Clairsentient Talent - This is basically a way to identify items without manifesting a power. You won't be good at identifying items. This may still have some use exploring or just identifying something weird.

Mental Discipline - You want better than a +1 to a skill you'll already be good at and is just targeting set DCs

Metacreative Talent - may have some use if you're a thrown weapon specialist who runs out of ammo before they get a *returning* weapon.

Perceptive Talent - There are better ways to get bonuses to Sense Motive or bonuses to initiative.

Psigifted - There are level 1 powers you will be manifesting and augmenting for the entire game.

Psionic Item Familiarity - You have a power's known limit, so making use of UMD can help a ton.

Psionic Knack - If you are planning to ever prestige class or multiclass, you really want this.

Psionic Monster Familiarity - Psionic monsters may not be common and this isn't a priority skill for you.

Psionic Power Focus - I'm hurting to figure out when this can even be used.

Psionic Theory - Identifying items isn't your bag, unless you're the only mage-type in the party.

Psychokinetic Talent - There are a lot of limitations, but there many times *far hand* will be useful.

Psychoportative Talent - You already have a lot of stuff fighting for your psionic focus and immediate/swift actions, but there's a lot you can do in combat with this and some cleverness.

Telepathic Talent - You'll probably want to just choose a +1 bonus to will saves, but a +2 on the will saves you'll want to make more than most others could be better.

Blue

Playing Dumb - There are better flat bonuses to Bluff.

Psionic Lineage - Would be higher if you weren't forced into being a blue. There will be at least one level 1 power you'll constantly be wanting to apply metapsionics to.

Dromite

Psychoenergetic Talent - 1d3 damage...

Sensitive Nose - There are flat bonuses to Perception available.

Duergar

Psychic Buffer - You'll find traits that grant a flat bonus to all Will saves

Sense Dissonance - Your Sense Motive skill should already be good enough and there are traits which grant flat +1 bonuses anyway

Elan

Fight Through the Pain - A +2 to all of the most common uses of Autohypnosis.

Memories - Even if you coordinate with your GM to make sure this does things, your Charisma skills will still be bad.

Half-Giant

Impressive Physique - A flat +2 bonus to Intimidate is meaningful at low levels, but intimidate checks quickly outscale the DC

Hot-Foot - I struggle to name more than 2 powers you can manifest with fire damage.

Maenad

Inner Peace - A +1 to Knowledge(psionics) and Knowledge(religion) as a class skill. Hard pass.

Surge Protection - You don't enervate ever.

Ophiduan

Beguiling Nature - Few psychic warriors are going to use telepathy powers of any kind.

Infiltrator - The thing you care about is gaining Sense Motive as a class skill, the other bonuses might be useful.

Xeph

Fancy Footwork - The Dodge feat, but only 3 rounds/day

Resist Dampening - There are powers and self buffs you'd like to be able to manifest even while getting through spell and power resistance.

Archetypes

Halo Knight^{PA:C2 rated by TiaC}

This Archetype gives you a combination of strong defensive abilities and improved manifesting abilities.

Psionic Animus - Tap Animus as a bonus feat and free animus whenever you manifest in combat will fuel this archetype's abilities and give you a lot of endurance. You can also burn PP for animus directly, but you will rarely want to do that. Definitely worth the bonus feat.

Psychic Halo - You should always have at least one point of animus and plenty of Wisdom, so this keeps up as a strong AC boost. It won't stack with a Ring of Protection, and only activates when you first act in combat. A lot better than psychic proficiency.

Warrior's Path - You're locked into the Anomalous path, but it synergizes with your abilities, so that's not bad.

Anima Skills - These are the real meat of the archetype, giving you extra ways to spend animus or useful buffs. They can be taken in place of bonus feats, but are generally more powerful and you can still take the feats instead if you need them.

Anima Infusion - Immediate action manifestation of personal range powers is better than quicken on all your best powers and it only costs three animus.

Animus Empowerment - An extra +1 on all your weapons or +1d6 extra energy damage and *ghost touch* is a nice unconditional boost, especially if you wield multiple weapons. Then it doubles in power at 12th level.

Durable Halo - DR $\frac{1}{2}$ ClassLevel/- is never bad. This is a good pick for a passive boost.

Empowered Halation - Extra energy resistance and a stronger Durable Halo don't make up for this taking your immediate action and a point of animus every turn.

Kinetic Halo - Energy powers aren't great without Anima Flare, since you don't have a ton of PP. Still, this adds a bunch of powers to your list and gives you one of them as a power known, even if it's at your max power level.

Anima Flare - Three animus for an energy power augmented to your class level makes you a pretty effective blaster.

However, you can't use Metapsionic feats so you won't have the ceiling of a dedicated blaster. This also requires Kinetic Halo, which is pretty bad by itself.

Palisade Wall - One animus and a free action to generate a hands-free tower shield with no attack or armor check penalty and a scaling enhancement bonus makes this beat out *force screen* handily. It's not clear if you can bash with it.

Restorative Halo - Two animus and a free action to give the whole party Fast Healing 5 for 3+Wis rounds gives the whole party a bit more endurance at no action cost to you

Animus Manifestation - You can spend animus in place of power points when manifesting powers. You can even mix the two together in the same manifestation. This gives you a ton of added endurance and goes a long way to make up for your low PP pool.

Improved Psychic Halo - Uncanny Dodge, Energy resistance and gaining your halo before you move is pretty good, but losing your second path hurts.

Blazing Halation - The extra Animus and retaliation damage aren't bad, but it's the ability to negate attacks that would drop you that's the main draw here. Still, twisting path and pathweaving are strong abilities to give up

Psionic Halation Endurance - Mainly a flavor ability, this is far weaker than Eternal Warrior.

Martial Kineticist^{UP}

The point of this archetype is to make you a better psionic manifester. In many ways it's an additional path choice, I'll format and review it as such to help show exactly what it's doing.

The class loses martial weapon proficiency, heavy armor proficiency, medium armor proficiency, and proficiency with shields. It also loses the ability to take combat feats as bonus feats. In exchange you gain a scaling deflection bonus to armor class. Overall that's probably a bad deal.

Path Power: *energy ray*. You don't really have the power points to make use of it like a psion, but it's a perfectly serviceable direct damage power for most of the game.

Path Skills: Autohypnosis, Spellcraft, Use Magic Device

New Class Skill: Use Magic Device is a class skill.

Trance: May manifest ranged touch powers as melee touch powers. Eventually you are able to make multiple melee touch attacks to deliver one power to multiple targets.

Maneuver: Expend your psionic focus when you manifest a ranged touch attack as a melee touch attack and you gain temporary power points which may be used to augment the power.

Martial Focus: Three times/day, for 4 to 8 rounds, you can just act as if you are always maintaining your psionic focus, even when you're not maintaining it. Expend and regaining your psionic focus is one of the biggest hurdles that psionic characters have to work around. This will allow you far more flexibility in maintaining bonuses and manifesting powers

Psionic Riposte: You kind of get to manifest *redopsi* as an immediate action. You have to throw an unknown amount of power points behind the ability, unless you very accurately identify the incoming power with a spellcraft check. Your limited powers points, and the core limitation of *redopsi* that the power has to be directed at you does limit this quite a bit.

Overall, the archetype is just a **situationally good** option. Even though I'd say most of the bonuses are actually pretty solid, they're all working to move you towards being a better manifester but do so by giving only 6 levels of access to one of the weaker discipline lists. I'd probably recommend playing something like an Egoist Psionover this archetype if this is the style you're interested in.

Meditant^{UP}

You trade all of your armor proficiencies for the monk armor class bonus

You trade your martial weapon proficiencies for monk unarmed strike damage

Trade martial power for Flurry of Blows

Trade the 8th level bonus feat for Monk weapon proficiency or Feral Combat Training^{UP}

Basically you're a monk that trades all of their esoteric abilities, movement speed bonus, good reflex and will saves, ki pool for the 6 levels of manifesting, Warrior Path, Secondary Path, Path skills, Bonus Feats and all the higher level psychic warrior class features. If you're a monk that's probably a great deal. It's not a great deal for every psychic warrior, but it's a near automatic choice if you want to do unarmed damage. You are not giving up any of your most important class features other than proficiencies. Don't feel locked into taking the Ascetic Path. Mind Knight, Brawler, Gladiator, and Feral Warrior are also reasonable selections here.

Pathmaster^{UP}

The pathmaster archetype's rating relies highly on the path you want to choose. It really wants something that is good from level 1 all the way to the end because you're not getting anything complementary. Ascetic and Brawler are going to be underwhelming. Interceptor and Archer could probably be happy just going all the way down this chain. Secondary paths get really good, though.

Advanced Path: You'll get the most out of this by getting advanced path feats that have the most frustrating prerequisites. The more underwhelming path choices for this archetype are also the paths with the advanced path feats that are hardest to get into. Archers, Interceptors and even Mind Knights can accidentally qualify for their advanced path feats. It's also usually worse than having a secondary path

Focused Path: The better your skills are, particularly the more often they require checks in stressful situations, the better this becomes. Specifically look for skills with opposed rolls like acrobatics, disguise, stealth, and perception.

Empowered Path: The value of this will vary wildly based on how good your path powers are. Free augmentations at a higher manifester level to *prevenom* or *psychokinetic cannon*: Who cares? Free augmentation at a higher manifester level to *vigor*, *expansion*, *inertial armor*, *claws of the beast*: Obviously powerful.

Master Maneuver: One to two times per day you get to use your maneuver at a higher level without expending your psionic focus. Even for paths with great maneuvers, the per day limit still only lets you do so much.

Pathwalker^{POW}

Disclaimer: The Pathwalker archetype is such a radical departure from the Psychic Warrior base class that it effectively an entirely different class. This guide is not going to attempt to also rate every maneuver as it relates to this class. For some guidance look through [Elricaltovilla's Path of War guides](#) for ratings on the individual maneuvers available to you. I will at least try to break down all of the new paths available in place of the old ones.

Broken Blade^{POW}

Powers Other paths get powers which are better at level 1 and stay better longer into a game

Skills Every skill here is a good choice for boosting as they can run into absurd target DCs or are opposed rolls.

Bonus Class Skill: Acrobatics - Acrobatics is already a class skill.



Trance An additional damage bonus to natural or close weapons is nice for this style, but you'll often be looking more for a bonus to hit rather than damage at low levels.

Maneuver You get a bonus to your CMB on specific maneuvers, but no ability to bypass AOOs for making them without feats. In reality this is a maybe meaningful bonus to one combat maneuver check.

Iron Tortoise^{POW}

Powers *Expansion* is good for every psychic warrior, and *stomp* is a nice tool to have as well.

Skills Bonuses to perception are always nice, and some bumps to intimidate are welcome as well.

Bonus Class Skill: Bluff - I don't know why this gets bluff or why you'd be good at it.

Trance DR 2/adamantine is definitely worthwhile at level 3, but DR 10/adamantine is unreliable at level 19. Remember that any weapon with a +4 enhancement bonus will negate it.

Maneuver Expend your psionic focus after you hit someone with a shield to get a free reposition attempt with a CMB bonus. Reposition is probably the worst combat maneuver and you're not going to want to put feats into making it better.

Primal Fury^{POW}

Powers Both powers start out solid and have a good staying power

Skills Entirely low priority skills, though some characters may want to pump intimidate.

Bonus Class Skill: Survival - You'll be good at it, but it's often solving problems that low level spells can address

Trance primal fury stance + focus = 10ft movement, +1 fort save scaling

Maneuver - Raging hunter pounce will be available to you the level after you get this feat, and you won't be getting multiple attacks for a while with your BAB. The bonus damage means that this is still a good power and you don't have to have certain maneuvers readied.

Scarlet Throne^{POW}

Powers *Offensive precognition* will be a useful power, but *offensive prescience* is terrible.

Skills - You'll never be good at diplomacy, you don't care about Kn(Nobility), but you can pump sense motive.

Bonus Class Skill: Sense Motive - You'll already be good at this, but an early +2 bonus to an opposed check is still nice.

Trance Dodge AC bonuses are usually pretty nice because they stack with everything.

Maneuver Turning your standard action into a move action+one attack with bonuses isn't going to scale very well. It's going to be at it's best when you're staggered or in a surprise round or any other situation where you can only take a single standard action in a round.

Solar Wind^{POW}

Powers *inevitable strike* is not quite as good for an archery build relying on multiple attacks in a round, but *foxhole* gets better when you're more eager to create stationary cover for yourself.

Skills - Just throw everything into perception to really pump that score, or put some points in survival if that's called for

Bonus Class Skill: Perception - Perception is already a class skill, but an early bonus to the most rolled skill in the game is good

Trance - The bonus damage is fire damage, which always scales badly. However, it's an attack and damage boost for a combat style that will be making a full attack almost every round.

Maneuver - More bonus fire damage, but you get to use your psionic focus after you successfully hit the target.

Thrashing Dragon^{POW}

Powers - Take *metaphysical weapon* and ignore the other choice.

Skills - Acrobatics will be the focus in early levels. Later on when you start flying you'll want to put points into your fly checks to boost it up as well.

Bonus Class Skill: Acrobatics - Acrobatics is already a class skill.

Trance - This has the same problem that the Assassin path's trance does. It's a damage bonus for a style of fighting that wants accuracy early on.

Maneuver - Expend your focus to get the two-weapon rend feat isn't great, but you're at least getting it early enough that it matters.

Ultimately the archetype trades out 2 bonus feats, two +2 bonuses to skills, Path Weaving and the standard psychic warrior paths for the ability to become a 6 level martial initiator in addition to being a 6 level manifester. That is probably a good deal, but remember that you still only have one standard action, one move action, and one swift action every round. You will be a strictly

worse initiator than the other Path of War classes. Those classes don't get the ability to manifest powers, though. Always head for the Awakened Blade^{POW} prestige class.

I'd advise that only an experienced player and/or GM actually give this archetype a shot because the amount of tools at a single character's disposal could be overwhelming.

Protector^{UP}

For when you're looking to absorb damage for a teammate. It takes a while to unlock the best abilities, but you're only trading out feats and mediocre abilities.

Resilience: Trade a level 1 bonus feat for the Elan racial ability, that stacks with the Elan ability. The Elan ability is probably better than a feat, and +0 BAB at level 1 limits your combat feat choice selections anyway.

Swap Places: This is a nice ability, especially if you're stacking armor class and miss chance. However, the requirements that the ally be adjacent to you, and you expend your psionic focus will noticeably impact how often you can use it. It's still likely better than a feat.

Dual Effect: When you use Swap Places or In Harm's Way you can use resilience. That's great, but Martial power is also really good. This could be better or worse for you, depending on what you're trying to accomplish.

In Harm's Way: Remember that you can use repletion on this before you decide to eat a *cone of cold* for your ally. I don't highly rate twisting paths, so trading it out is usually going to be worthwhile.

Reaver^{PA:C2}

This archetype makes you more of a psionic assassin and gives you some more skill and utility options.

Class Skills - Two more ranks per level and extra class skills lets you become the party skill monkey with no tradeoff.

Weapon and Armor Proficiencies - You lose medium and heavy armor and shields but get some eastern exotic weapons. This pushes you towards Dexterity a bit, but isn't too impactful.

Encrypted Mind - You gain access to the Cryptic list as well as the Psychic Warrior list. This is a big jump in flexibility, giving you a bunch of options that aren't normally available. This is a straight upgrade.

Killer's Claim - At its base, this is not a very useful ability. Claiming enemies makes them provoke when withdrawing and lets you pinpoint them no matter the distance. The second part has some utility use, but you really need abilities that build on this. It is compatible with most of the Claim feats from Path of War Expanded. Not having a path will change how this archetype plays.

Reaver Insights - These are your talents. They can be taken in place of a bonus feat.

Assume Pattern - A massive bonus on Disguise and Bluff to appear as a claimed target you've killed, but it can be disbelieved with a Will save. Just pick this up as a second-level power known, the power is almost always better.

Bloody Instincts - Deal bleed damage against claimed targets. Unless you have multiple focuses and you're expending one to boost Killer's Instinct, this isn't that much damage. Can be good for a Vital Strike build though.

Cryptic Insight - A lot of these are based on traps and are not very good, but there are some nice ones, especially at high levels.

Mass Murdering Instinct - This extends the duration of your claim to 24 hours, but it's not clear what the duration was previously. Not that useful, but has some synergy with the tracking effect of claims.

Pattern Dislocate - Claimed targets get -4 on saves and CMD against your powers, class features, and maneuvers. This is a big penalty that really helps if you use combat maneuvers or anything with saves.

Psionic Senses - A bunch of abilities to help you track claimed targets, but none of them really help since you already know exactly where your claimed targets are.

Rogue Talents - A ton of options here. Most are pretty bad, but there are some gems, such as Unbalancing Trick to allow you to trip without needing Intelligence or the Akashic talents.

Stealth Combat Training - A significant bonus to four skills, this is a big help if you plan to focus on skills.

Trapbreaker - Trapfinding, the ability to open locks and disable traps without tools and Wisdom to the checks makes you very good at dealing with these obstacles.

Acrobatic Defense - A scaling bonus to AC and Reflex while focused goes a long way to make up for your lack of heavy armor. Replaces your trance, more or less.

Killer's Instinct - Scaling bonus to damage against claimed targets while focused. The damage scales pretty fast and you can expend focus to boost it on a standard action attack or vital strike. Better than the path skills it replaces.

Reaving Euphoria - A few times per day, you can regain focus when dropping a claimed target. Too few uses to make up for losing your second path.

Corrupt Pattern - You can make it difficult to heal claimed targets. Doesn't come up much and comes online very late. A step down from Pathweaving.

Pattern Breaker - A lateral move, more or less from Eternal Warrior

Shackler^{PA:7P ratings by TiaC}

This Archetype is pretty good at low levels if you want the Shackler path, as bonus powers are always good. At higher levels, the cost is too high to be worth it. If you plan to prestige out, this can give you a bonus power or two known.

Ghost Road - You're locked into the Shackler path, so you're probably going for an Intimidate build. This gives you a few free powers from the Conduit discipline list in exchange for heavy armor. The Conduit list isn't that useful for you, being mainly effects for interaction with the dead. However there are some useful information gathering powers, powers that let you turn into an animated object or a shadow, a power that can be augmented into a resurrection effect, or a power that works like planar binding for incorporeal creatures.

Skulls and Spirits - At 9th level, 3/day, you can temporarily bind an enemy's spirit as a free action when you kill them. You get temporary HP equal to twice the enemy's HD, a bonus on attack and damage equal to the enemy's Cha modifier, and +2 deflection to AC. Unfortunately, you lose all these bonuses when you run out of temp HP or after 10 minutes. At 11th level you can bind two spirits at once for more temp HP and the attack, damage and AC bonuses from this ability increase by 1. The low uses per day and fragility of the bonuses means that this does not make up for losing your secondary path. (You keep Twisting Path and Pathweaving, but can't use them.)

Silhouette^{PA:C2 ratings by TiaC}

This archetype gives you a living shadow. This shadow can either be a flanker and combat helper, or you can have it do the lion's share of the fighting. This opens up a ton of combat styles without much effort.

Shadowboxing - This gives you a living shadow in place of your first path. The shadow cannot freely make attacks, but can attack a target you missed once per round as a free action. It has all your combat and teamwork feats and can freely take actions that don't require attack rolls. It wields a copy of your weapon including all magical properties. Since it has full BAB and uses your Wisdom for both its Strength and Dexterity, you can make it a better combatant than you are. Even with minimal investment, the shadow is a nice teamwork buddy, scout, and can double the effect of aura powers. If you give your shadow abilities that don't require attack rolls such as Dazzling Display or some weapon abilities, it can use those freely.

Also worth noting is that the shadow can double-dip on a few kinds of buffs. The shadow copies all your buffs, but it also shares your size, space, reach, movement speeds, armor class, and saving throws. The ability notes that "If an effect would add a bonus to the shadow's AC or saving throws, the bonus is only added once", however, it says nothing about size, reach or movement. Thus, if you manifest Expansion to grow two sizes to huge, the shadow starts at huge, and then grows two sizes due to the shared Expansion.

Link - You can use your senses from your shadow's position. The shadow only has close range, but this lets it scout ahead a bit. This is generally worth your 1st-level bonus feat.

Shadow Talents - These improve your shadow. You're required to take one at 2nd, but from then on you can take them in place of bonus feats.

Detonation - Explode your shadow for 1d6/level. It reappears next round. The untyped damage means that saving for half is the only way to reduce this. It's not bad for at-will blasting, but there's nowhere else to go with it.

Far-Reaching Shadow - Upgrading your shadow to Medium range makes it a much better scout and can give it some more flexibility in combat.

Follow-up Flurry - When the shadow attacks a target you missed, it can make a second attack at -5. The extra attack makes this a much better combat buddy. The shadow's follow-up is especially nice with secondary natural attacks, which don't deal much damage, but are likely to miss due to the -5 from being secondary.

Follow-up Frenzy - Adds a third attack at -10 to Follow-up Flurry. The third attack is helpful, but -10 is a big penalty.

Free-Range Shadow - Gives the shadow long range. Helps for scouting, but medium range will usually be enough. You don't really want to spend two talents on this.

Grasping Shadow - Your shadow gets Combat Reflexes and can make Attacks of Opportunity freely. This is great with teamwork feats and control builds. A second zone of control is great, and feats like Paired Opportunists, Broken Wing Gambit, and Outflank can generate a ton of attacks of opportunity for the two or you. Amazing if you abuse reach stacking.

Limit Break - Remove your shadow's attack restrictions for a round as a standard action. This is powerful by itself, giving you a ton of flexibility in your combat style. It also gives you the option to go Wisdom-primary to boost your shadow's Strength and Dexterity and make your shadow do all the attacking while being nearly SAD. It has full BAB, your weapon, and your combat feats. Meanwhile, you can keep manifesting with your move and swift actions.

Perfect Double - Your shadow is a perfect copy of you, it gets a massive Disguise bonus to appear as you and you can speak through it. This confuses enemies and gives the shadow a number of utility uses.

Shadow Consumption - You can transfer damage to your shadow. Since the shadow only has half your health and costs your level in power points to replace, this is generally not worth it. You can use this with Vigor to get a much bigger HP pool, especially once you add Split Shadow.

Share Manifestation - You can manifest powers from your shadow's space. You don't have great powers for this, as most of your powers are buffs, which you can share without this.

Share Training - Share another type of feat (not general) with your shadow. Feat classes like Psionic, Heritage, Conduit, or Item Mastery can give useful actions that do not require attack rolls, which can be freely used by your shadow. (Such as Ancestor's Breath or Unlocked Talent)

Split Shadow - You don't get any more actions here, but a second shadow can give you another zone of control and another copy of aura effects.

Recall - Recall your shadow as part of your refocus action. Not terrible, but you can always recall it by moving out of range if it gets stuck.

Transposition - Move action and spend focus to swap locations is rarely worth it. If you have Perfect Double, this lets you nullify dangerous attacks and effects. Since your shadow is a construct, it will often be immune to the effect you're avoiding.

Twin Blades - If you have multiple weapons, your shadow gets to copy two of them now and attack with both when using follow-up, turning one missed attack into two new ones. Good for two-weapon fighters, and better for natural attackers who won't suffer penalties for fighting with two weapons.

Shadow Skills - Your shadow can use your bonus on skills. This replaces path skills at 4th and 7th, but once you get a path at 9th, you can choose between this and path skills. There are a bunch of skills this is useful with, such as Intimidate, Perception, or Acrobatics.

Martial Power - You get martial power at 6th, but can't use it until 9th, so you get the option to swap it out for another Shadow Talent.

(You still receive twisting path and pathweaving, but they have no function except to be traded out by another archetype. There's a lot of language in this about archetype compatibility.)

Thunderjarl (Half-Giant only)^{UP}

This archetype is entirely built around using a two handed weapon and the *stomp power*. Stomp is one of the few crowd control powers available to the psychic warrior and should be an SLA for half-giants. What you gain is actually pretty solid, unfortunately you give up both paths and your path skill and martial power. This will usually be a **good** choice at early levels, but will fall off at the same time *stomp* starts to.

Psionic Weapon/Greater Psionic Weapon; The real cost here is that you give up martial power and the path powers that can be used with it. Martial Power is better than these feats even with the bonus 2d6 damage.

Intimidate - Intimidate is effectively your path skill. Half Giants can be good at it, so it's a good pickup if you're going for an intimidating build.

Stomp - What the entire archetype is built around. You get free full level manifestations of this power after your psi-like ability goes out of style. You gain additional ways to augment the power to make it more versatile, you can make it deal lethal damage, and you'll get some ways to trigger it for free. You still never gain the ability to affect aerial targets and the range stays short. Definitely pick up the Improved Psi-Like Ability feat.

Large and in Charge - What is effectively your trance is a scaling untyped bonus to CMD. Your maneuver is turning that CMD bonus into a CMB bonus. It's an almost strictly worse version of the Gladiator path trance and maneuver.

Thundering Charge - It's Martial Power for *stomp* but only available on charge attacks. You can only use it with the *stomp* psi-like ability, but you don't actually get the *stomp* power. You get a freely scaling reflex save to knock a target prone, and it's not clear it actually requires the target to be on the ground like the power, but you get none of the damage. Even with feats you're highly limited in how often you can use this per day.

Thundering Smash - Grab a Falchion and start crit fishing. By the time you get this, this is an AOE reflex save for your opponents to avoid taking 9d4 damage and fall prone every time you crit. It does start to fall off once opponents aren't on the ground anymore.

Opportunistic Stomp - Depending on how great your reach is, and how much dexterity you have, this could be great, particularly when combined with Thundering Smash. However, if you don't have combat reflexes, this will never be more than one extra attack that you might have wanted to save for something else. At worst this is an occasional free attack against a prone opponent at your full BAB.

Empowered Strike - At 15th level this isn't likely to do much of anything. If you aren't already built to do combat maneuvers, CMDs will have totally outpaced your CMB. If you are built to handle combat maneuvers then just do one without expending your psionic focus.

Traceur^{UP}

Psywars thinking of using the Mind Knight + Ascetic path combination should consider this as an archetype. This grants you situational bonuses for a pretty minor cost. Mobile Power is probably better than Martial Power, and the lack of armor can be somewhat negated.

Quickened Strides There are a lot of popular enhancement bonuses to speed (*haste*, *boots of speed*, *physical acceleration*), which might be better than this bonus. If you're getting an equivalent or better bonus from other sources, then giving up all armor proficiencies probably sucks, even if you do have highly augmented *inertial armor*. Keep in mind that your other class features work regardless of whether you're wearing armor. You can still use padded armor to stack magic armor special abilities onto yourself, though relying on something as fragile as padded armor is risky.

Charge Through Gain ability to charge through difficult terrain and allies. I've found a lot of GMs forget about the "through allies" restriction on charges anyway, but you're only giving up a bonus feat.

Acrobatic Movements Do not lose dexterity bonus or become flat footed when using acrobatics to move on narrow or uneven surfaces. It's not impressive but it's only replacing a +2 bonus to a skill.

Mobile Power: Martial power, but you can use it while physically moving instead of as part of an attack. This is Hustle Metamagic with the ability to move, without expending your psionic focus, and without the extra powerpoint cost. This will allow you turns where you manifest 3 powers in a single round.

Rapid Acrobatics: You move a full speed while making an acrobatics check. Often your check is so good that the movement speed isn't that relevant cause you're making it anyway. This also costs a feat.



The Big Book of Feats

The Psychic Warrior is a martial character. Being such, they do stand to benefit quite a bit from splat diving and grabbing from multiple books when possible. Instead of splitting feats by source, I will be splitting them by role/typical character archetype. The primary exceptions to this will be racial feats from the Advanced Race Guide

Path Feats:

Advanced Anomalous Path^{PA:C2} - Every Halo Knight should pick this up. The prerequisites are painless, and it grants you more touch AC against almost everything that targets it, and grants you more animus with your maneuver.

Advanced Archer Path^{UP} - An additional +2 (eventually +5) damage on each ranged attack. Prereqs you're already taking.

Advanced Ascetic Path^{UP} - Requires two bad feats to get the other half of your trance and a version of the Crane Wing^{UC} feat that requires you expend your psionic focus. You'll likely be better off just getting Crane Wing.

Advanced Assassin Path^{UP} - After taking mediocre feats that have mediocre to anti-synergy with your path maneuver, you get some sneak attack in trance and a mediocre condition on your path maneuver

Advanced Brawling Path^{UP} - If you're going grappling, you'll already have the prerequisites and this will grant you a monstrous bonus to the maneuver. It doesn't stack with the Gladiator trance bonus, so bear that in mind if you expect to get to Pathweaving.

Advanced Dervish Path^{UP} - Automatic feats for every two-weapon fighter as prerequisites, and a nice flat damage boost.

Advanced Feral Path^{UP} - After taking very underwhelming feats, you get a nice flat damage boost.

Advanced Gladiator Path^{PA:C2} - I don't really like abilities that only proc when you fail at the thing you specialize in. However, the ability to trigger your already good path maneuver off of a successful attack as a free action could be quite good.

Advanced Hungering Path^{PA:C2} - Easiest entry of any advanced path feat. If you're already into saving throws, the trance sickened bonus is a nice free rider on damage powers. The maneuver bonus is a piddly amount of damage and even less temp hp.

Advanced Infiltrator Path^{UP} - A large bonus to bluff and sense motive, and you get scent (Ex) and a bonus to survival when you manifest *minor metamorphosis* and expend your focus

Advanced Interceptor Path^{UP} - Combat Expertise is a feat you're probably taking anyway if you're doing battlefield control, and you get a way to protect allies and possibly free trip or disarm attempts. Martial Power can take the place of Combat Expertise, Dirty Fighting can not.

Advanced Mind Knight Path^{UP} - One automatic prerequisites and one annoying one grants you action economy cleanup and a big flat bonus to your whirlwind attack maneuver

Advanced Outrider Path^{PA:C2} - Prerequisites you'll be grabbing anyway, but all you gain is 4-8 force damage against opponents you pass during your turn.

Advanced Survivor Path^{UP} - Prerequisites that range from terrible to inconvenient. From the moment you take the feat, the trance improvement is already surpassed in impact by *specified energy adaptation*. The maneuver improvement adds the insignificant bonus to your already strong Fort save.

Advanced Weaponmaster Path^{UP} - If you're going the disarm route, you pay the Weapon Focus tax to turn your melee attack into a disarm attempt+melee attack.

Assassin's Venom^{UP} - A +1 to +5 bonus on the saving throw to prevenom. This will probably bring the fort save up to around 20 or maybe 22. That's still not good enough.

Mind Blade Knight^{UP} - Trade your attack and damage bonus for equivalent level of weapon special abilities when you call weapon

Mind Knight's Arsenal^{UP} - Not as useful as Mind Blade Knight, and has an odious prerequisite, but you should consider it.

General Feats

Great Fortitude/Iron Will/Lightning Reflexes^{CRB} - Iron Will is the one you're most likely to gravitate towards

Improved Initiative^{CRB} - A good pickup for any manifester, especially one that wants to buff themselves and then wade into a fight

Leadership^{CRB} - Adding extra player characters to the party for the cost of a feat will always be overpowered.

Psionic Body^{UP} - It can generate more hit points for you than toughness, particularly at early levels when those small differences mean more. It's also a prerequisite for Deep Focus^{UP}

Skill Focus / The +2/+2 Skill feats^{CRB/UP/ETC} - Skills are usually cheaper to improve with gold than they are with feats.

Toughness^{CRB} - A choice that will usually be at least good for any frontline character with a D8 HD.

Strength Based Psychic Warriors

Two Handed Fighter

Power Attack^{CRB} - Everyone who wields a two-handed melee weapon takes this feat

Bloody Assault^{APG} - A massive penalty on your attack for maybe 2 to 4 damage.

Cleave/Great Cleave^{CRB} - At low levels, the chance to double attack can make Cleave solid. Great Cleave always sucks.

Cornugon Smash^(Chellax, Empire of Devils) - This should provide a lot of intimidate checks against your opponent

Furious Focus^{APG} - Less good on the full attack turns, but this means you can throw everything behind your single attack turns.

Dreadful Carnage^{APG} - If you're going for the intimidate build this is a useful way to get free AOE intimidate checks

Improved Bull Rush/Greater Bull Rush^{CRB} - Not as good as the trip feat chain, but it's easier to enter.

Bull Rush Strike^{APG} - You don't get your size bonus to attack like you do CMB

Psionic Bull Rush^{UP} - Lets you deal damage with bull rush and expend your focus to knock the target prone, too.

Quick Bull Rush^{UC} - You use your best attack to get a Bull Rush, provoke AOOs, and knock the target prone with Psionic Bull Rush. Then finish them off with the rest of your attacks, if they aren't already dead.

Improved Overrun/Greater Overrun^{CRB} - Overrun is slightly less versatile than Bull Rush because it requires you to be moving to initiate it, whereas Bull Rush can be performed in place of any standard attack

Charge Through^{APG} - You take a big risk that you could lose your charge attack to get an overrun attempt at the same time

Psionic Overrun^{UP} - The damage is fine, but the real boon is moving a prone target around to trigger AOOs

Improved Sunder/Greater Sunder^{CRB} - Sunder is always limited by the fact that it's paradoxically best to use when you don't want to use it, when you are destroying a valuable item you would take as loot.

Focused Sunder^{UP} - Ignoring hardness is useful, but that's what adamantine weapons are for.

Psionic Sunder^{UP} - Sits awkwardly between Focused Sunder and Greater Sunder.

Sundering Strike^{UP} - Similar issues to Bull Rush strike, but using a less potent maneuver

Pushing Assault^{APG} - Needing to be the same size as the target shouldn't be a problem for you, but the movement doesn't provoke AOOs and the target has to end in a safe square.

Shield of Swings^{APG} - Manifest *force screen* instead of decreasing your damage by ½.

Vital Strike/Improved Vital Strike^{CRB} - Believe it or not, you can probably get some big damage out of this because you can so easily increase your size and thus your base damage that gets multiplied. Half Giants in particular.

Combat Maneuvers & Area Control

Improved Unarmed Strike^{CRB} - You may get use out of this when you take people to the ground, but it's really something you take to get access to the Improved Grapple line of feats

Deflect Arrows - It's not great, but you might be able to fit it in without sacrificing anything

Snatch Arrows - One mediocre feat was enough

Improved Grapple^{CRB} - Grappling is still a very time consuming maneuver, and can be more awkward to use in coordination with your teammates than other maneuvers. However, you have the powers and class features to make it shine

Body Shield^{UC} - I'd like this a lot more if the cover bonus lasted an entire round, even if you were still only able to create the comedy of enemies attacking each other on the first attack.

Chokehold^{UC} - The needless -5 penalty holds this back from being a more reliable way to lock up spellcasters who don't have silent spell handy. Becomes **worse** if you expect more psionic manifesters, who won't use verbal components.

Greater Grapple^{CRB} - If you're taking Improved Grapple, you're taking this.

Pinning Knockout^{UC} - Very similar in damage to the next feat in regards to bonus damage, except this is nonlethal.

The nonlethal clause isn't so much of a problem as the small damage amount is. It might still be worth it if you're having trouble actually ending encounters after you get someone into a grapple.

Pinning Rend^{UC} - Bonus damage is always nice when you're grappling, but 1 round bleed is pretty awful.

Rapid Grapple^{UC} - I don't know why there is a -5 penalty when you have to succeed on the first check to use this feat and a third grapple check in a turn is already a little superfluous.

Greater Unarmed Strike^{POW} - A scaling damage bonus for your unarmed strikes is nice and helps let the damage keep up as time moves on. Have a look at the Meditant archetype before you decide to take this.

Befuddling Strike^{ACG}/**Dazing Fist**^{ACG}/**Draining Strike**^{ACG}/**Punishing Kick**^{APG}/**Stunning Fist**^{CRB}/**Touch of Serenity**^{APG} - Paizo keeps printing this same bad feat with a different status effect. It's never good. Never take it.

Psionic Fist^{UP} - ½ of weapon specialization with the opportunity to blow your your psionic focus for 2d6 damage

Greater Psionic Fist^{UP} - ½ of weapon specialization with the opportunity to blow your psionic focus for 4d6 damage.

Unavoidable Strike^{UP} - Resolve a single melee attack as a touch attack.

The Combat Maneuver Prerequisites

Combat Expertise^{CRB} - Combat Expertise sucks. It forces you to have 13 intelligence, and most players never take advantage of the feat because you likely have Power Attack or Piranha Strike.. You take it because it lets you take Improved Trip.

Martial Power^{POW} - The problem with Martial Power is you have to be able to initiate maneuvers, which means you will very likely need to at least take the feat Martial Training I^{POW}, which you won't be able to do until level 3. Getting maneuvers is good, but you already have a lot of feats to grab. You might also play the Pathwalker archetype^{POW}, which makes this a **better** option.

Dirty Fighting^{Player Companion: Dirty Tactics Handbook} A late release into Pathfinder 1st edition, This is the clear best feat to open up combat maneuvers. It has no annoying prerequisites and you'll passively be getting a meaningful bonus to combat maneuvers. It also comes from a late run paperback, so absolutely run it by your GM before taking it.

Improved Disarm/Greater Disarm^{CRB} - Disarm's inherent flaw is that you can't disarm the targets you want to. You can't disarm a powerful monster of their claws or teeth and it's hard to get the weapon out of Fightman McMuscle's hands.

Break Guard^{UC} - Psionic Disarm won't give you more damage, but it's still better than trying to fit this and two-weapon fighting onto one character.

Disarming Strike^{APG} - A free disarm attempt is good. Needing to roll a critical is really annoying.

Psionic Disarm^{UP} - You throw the disarmed item further away, potentially to a teammate who can catch it. When this totally works it will have some incredible dramatic value, but I doubt how incredible its tactical value is.

Improved Dirty Trick/Greater Dirty Trick^{APG} - These are a way that you can put status effects on an enemy, including some very bad ones, at the GM's discretion. However large a result you score, the target can just remove the effect with a move action. This makes Greater Dirty Trick pretty useless as the extra duration it gives is not only random but likely irrelevant.

Improved Drag/Greater Drag^{APG} - I rate this lower than Bull Rush, even though it's effectively the same maneuver, because it requires Combat Expertise to access instead of Power Attack. It's better if you're already going Combat Expertise, though.

Quick Grab^{UC} - It's nice not having to sacrifice your full attack to make an attempt to move an enemy around. This gets downgraded compared to Quick Bull Rush because there isn't a Psionic Grab like there is a Psionic Bull Rush.

Improved Feint/Greater Feint^{CRB} - Feint, typically, just isn't a very efficient use of your actions, and your low charisma is going to keep you from being elite at it even if you have support from the Gladiator path.

Disengaging Feint^{UC} - You should have the acrobatics or health to just walk away

Disengaging Flourish^{UC} - This mostly does nothing

Disengaging Shot^{UC} - It's like Spring Attack but you have to take more feats and pass a Feint maneuver attempt

Twinned Feint^{ACG} - You don't *need* Improved Feint for this, though it doesn't really matter if you did because it's terrible and you shouldn't take it.

Improved Reposition/Greater Reposition^{APG} - In tight spaces this will perform better than Drag or Bull Rush, but is otherwise probably going to be worse than either option

Quick Reposition^{UC} - Same issue as Quick Grab

Repositioning Strike^{APG} - Reposition is pretty solid, waiting for a critical hit to get an attempt is annoying

Improved Trip/Greater Trip^{CRB} - The premier battlefield control feat chain

Drag Down^{UC} - You should be so good at tripping that you shouldn't be getting tripped in the first place.

Felling Escape^{UC} - This is definitely better than Drag Down, but things that are easy to trip won't try to grapple you.

Felling Smash^{UC} - Combines well with Furious Focus, letting you get in a massive attack and then also trip the target

Psionic Trip^{UP} - Allows trip to deal some damage and expend your focus to throw the target around afterwards

Tripping Strike^{APG} - As with everything like this before it, the critical hit requirement drags it down

Combat Reflexes^{CRB} - A very good pickup for any character that is trying to do area control with Reach, AOOs, and combat maneuvers. Does require investing into dexterity to see the full benefits.

Bodyguard^{APG} - The Interceptor path is usually going to do more for you here, especially as the game moves to later levels..

In Harm's Way^{APG} - This will be better at low levels when fights take place in more compressed areas and enemies get fewer attacks.

Stand Still^{CRB} - It only counts for adjacent squares, and though you can increase that number by using *expansion*, you'll gain more control by using the Improved Trip ability

Vicious Stomp^{UC} - There aren't a lot of ways for someone to fall prone next to you and not already provoke an AOO.

Antagonize^{UM} - Most of the time, intimidate controls enemies by debuffing them or making them run away. This works by forcing something to attack you, which is pretty unique. As it's not a fear effect, it's a little more versatile than the usual intimidate stuff. Unfortunately it's a standard action and you can only target someone 1/day.

Enforcer^{APG} - You can actually find a lot of ways to deal nonlethal damage without taking many feats or an attack penalty. The *stomp* power and the Brawler path are the first things that come to mind.

Intimidating Prowess^{CRB} - This will probably be a mandatory pickup if you're going for any kind of intimidation build. Strength doesn't replace charisma, instead only stacking on top of it, so still watch your charisma score.

Martial Dominance^{UI} - Only triggers on a critical hit, and costs an immediate action.

Signature Skill(Intimidate)^{PF:Unchained} - If you've pumped Intimidate enough, you can inflict more severe fear conditions. The save isn't great at first, but it keeps up pretty well.

Weapon Focus^{CRB} - A boring feat that is mostly a feat tax

Dazzling Display^{CRB} - You'll be able to change the weapon you selected with Weapon Focus using *psychic reformation* or retraining, but you don't want to be a sheathed or stolen weapon away from being unable to demoralize enemies.

Disheartening Display^{ACG} - The 24 hour limit isn't that problematic because just getting an opponent frightened will win you most encounters. This gets **better** if you have allies to lay on the fear effects with you and speed up the process.

Gory Finish^{UC} - Dreadful Carnage^{APG} was already published and does the exact same thing but much better.

Shatter Defenses^{CRB} - Grant yourself a whole bunch of flatfooted opponents if you've succeeded on an intimidate check. I actually think it combines better with Dreadful Carnage than it does Dazzling Display, but it's a lot of feats to do both.

Archery & Thrown Weapon Users

Archery has a well-earned reputation for being very feat heavy and a little bit MAD. This is true, though it's really about the same as two-weapon fighting and in exchange you get the most reliable way to full-attack every round in Pathfinder.

Close-Quarters Thrower^{UC} - The big advantage of most thrown weapons over bows and crossbows is you just hit people with them if they get too close to you. You also have to take some pretty bad feats to get this.

Deadly Aim^{CRB} - Power attack for ranged combat characters. A little worse for psychic warriors because you're already taking attack penalties for extra attacks and you don't have a great BAB.

Distance Thrower^{UC} - This does stack with Far Shot, and is better at covering the first range increment than Far Shot. Pick one or the other, or maybe both, depending on how often you're having range issues with thrown weapons in your encounters.

Opening Volley^{UC} - Thrown weapon users looking to quickly close into melee, or using Mixed Combat^{UP} to mix ranged attacks with melee attacks in the same full attack can consistently get value out of this.

Point-Blank Shot^{CRB} - Every archery or thrown weapon psychic warrior is taking this.

Charging Hurler/Improved Charging Hurler^{UC} - Charging Hurler quickly loses its potency as you chase multiple attacks. Improved Charging Hurler doesn't do anything.

Deadly Throw^{UP} - Makes a thrown weapon user much less MAD and easily picked up at level 3.

Empowered Shot^{UP} - Useful for thrown weapon users who more regularly run into range issues with their weapons

Far Shot^{CRB} - Super long range shots are rarely a problem and you can often just eat the penalty

Hawkeye^{UP} - This will be a helpful pick-up if you have multiple abilities that want you to be close to targets, especially as 30 ft. away gets closer to being in melee range.

Impact Critical^{UC} - Ranged weapons typically have terrible critical hit threat ranges, so you're unlikely to trigger this even with so many attacks. When it does trigger, you're going to have trouble hitting late game CMDs with a critical confirmation roll.

Intimidating Shot^{UP} - If you're in a situation where you can only make a standard attack with a bow, being able to make a free intimidate check isn't terrible. You're an archer to avoid situations where you just make one attack a turn, though.

Staggering Shot^{UP} / **Crippling Assault**^{UP} - Making a single attack roll (not even touch) to force an opponent to save or suck, when they have to already suck for the effect to work at all, sucks.

Precise Shot^{CRB} - You'll be shooting at enemies in melee combat with your teammates all of the time, and the -4 penalty to that is massive. There isn't really a clever way you can get around your teammates simply existing in melee with your target, so ignoring that penalty is very useful

Clustered Shot^{UC} - One of the larger issues that any iterative attacker can run into is DR applying to all of their attacks individually, multiplying its impact. With this you can obliterate almost any DR in your way.

Improved Precise Shot^{CRB} - There are many magical and mundane solutions for partial cover and concealment.

Circuitous Shot^{UI} - Better than Psionic Precise Shot, but still terrible. You don't want to make full attacks against someone with 50% concealment.

Psionic Precise Shot^{UP} - Find a wall you can see through, and that isn't already negated by your feats. Take 1 shot.

Psionic Shot^{UP} - 1/2 Weapon Specialization for every ranged attack

Fell Shot^{UP} - This doesn't require you sacrifice your full attack, but it's only one attack resolved against touch AC.

Return Shot^{UP} - Reflect one ranged projectile of appropriate size back at an attacker. For all of your 1 shot sniper duels with other archers, I suppose

Greater Psionic Shot^{UP} - 1/2 Greater Weapon Specialization for every ranged attack

Intuitive Shot^{UP} - You usually end up trading away more damage by giving up extra attacks than you get with the Wis bonus

Greater Intuitive Shot^{UP} - This is where the feat becomes useful, adding what should be good damage to every attack

Knockdown Shot^{UP} - It doesn't target CMD, but reflex saves. This paradoxically makes it easier to knock down giant and clumsy enemies with an arrow than it does small and nimble targets. For an easy example a Great Wyrms red dragon has "only" a +14 Reflex save, but a 61 CMD vs trip. You'll probably have a 50/50 at that first one, and absolutely no chance at the latter

Rapid Shot^{CRB} - The most important archery feat, letting you start down the path to becoming an arrow machine gun.

Manyshot^{CRB} - This won't be as impactful as Rapid Shot was, but still a necessary choice

Snap Shot^{UC} - Enemies can still just walk up to you and hit you.

Improved Snap Shot^{UC} - Effectively getting reach with a ranged weapon is actually pretty nice, but a single attack from any archer isn't likely to be a real deterrent to an enemy moving around.

Greater Snap Shot^{UC} - Weapon Specialization, but only on AOOs.

Rebounding Throw^{UP} - The penalty on the attack is rough, but getting multiple attacks can be difficult with thrown weapons.

Returning Throw^{UP} - This stacks with the *returning*^{UE}, or *teleporting*^{UP} special ability, allowing thrown weapons users to get full attacks with just one enchanted weapon.

Ricochet^{UP} - An annoying feat to adjudicate as a GM, with the missing enemies' touch AC clause, but you can use this to get more attack rolls on each throw.

Ranged Martial Power^{PA:C2} - This feat solves a problem that doesn't exist. You can already use your path powers when you make a ranged attack, you just can't deliver touch attacks with a ranged attack. I'm not even sure what melee touch attack path power an archer psychic warrior would even have.

Two-Handed Thrower^{UC} - I'd rather take Deadly Throw^{UP} and get less MAD than get a small boost to damage. As you level up, you'll need Quick Draw to really take advantage of this.

Mounted Combat

Only Psychic Warriors who take the Outrider path should really consider mounted combat as a style. I tend to view mounted combat as a superior option for archers, as it allows them to maneuver along the periphery while still making their full attacks, and ride checks are more effective for high dexterity characters. However you can get some benefit using it to cycle massive charge attacks.

Mounted Combat^{CRB} - You should be using the outrider path, which gives your mount your AC and saving throws, and str based psywars may see their ride check struggle to hit a 10 in the early game. This actually becomes a better feat later in the game when you can use it to negate ranged touch attacks from spellcasters and manifesters. You're still taking it because it's a prerequisite for everything else.

Mounted Archery^{CRB} - The whole point of mounted archery is being able to outpace enemies with speed and still attack them. The penalties for doing so are huge, and this makes them a bit more manageable.

Mounted Shield^{APG} - You should be an Outrider, and your mount should already get your AC, so this won't do anything.

Ride-By-Attack^{CRB} - This gets better at high levels, when charging into combat can be the losing move because it means you get one good attack and your opponents gets their full attack. This lets you get a charge and then separate again, giving you the advantage in maneuvering for a full attack. If they don't close, you can cycle charge for good effect.

Spirited Charge^{CRB} - Your mount's mobility and Ride-By-Attack can put you in a situation where you're just trading charge attacks, and this gives you the advantage in that.

Trick Riding^{APG} - Early on this feat is paradoxical. Archers in light armor already won't struggle to hit Ride DCs, but characters in heavy armor can't use that part of the feat. Getting to use Mounted Combat twice per round is a good pickup at higher levels.

Mounted Skirmisher^{APG} - Don't prioritize getting this feat until you find yourself making multiple attacks a round. This will come sooner for mounted archer characters than it will lancers.

Undersized Mount^{ACG} - As an Outrider, your mount comes out automatically as your character size (whatever that may be). This isn't likely to do much for you.

Dexterity Based Melee

Agile Maneuvers^{CRB} - You've already got so many feats to put into two-weapon fighting

Weapon Finesse^{CRB} - Mandatory feat for any Psychic Warrior who's expecting to use dexterity as his primary melee attack modifier

Deadly Agility^{POW} - The cleanest dex to damage feat available, even though it only works with light weapons.

Dervish Dance^{ISWG} / **Fencing Grace**^{UI} / **Slashing Grace**^{ACG} / **Starry Grace**^{UI} - You don't want to be built around 1 handed melee, which is what all these force you to do. You don't need a free hand to manifest powers. Starry Grace rates higher than the others because it may have some synergy for a thrown-weapon character who wants to be able to build everything around using Star Knives as both their melee and their thrown weapon.

Piranha Strike^{UP} - Power attack for dex-based fighters using light weapons. Identical to the feat of the same name printed in *Pathfinder Companion: Sargava, the Lost Colony*. Rates lower than Power Attack because you aren't likely to get the 1½ times bonus for wielding a weapon in two hands.

Two-Weapon Fighting, Classic

The iconic fighting style for most dexterity based melee characters. You trade your lack of damage for more (and less accurate) attacks. This is always a massive feat investment, but if you have lots of bonus damage every attack you can get more value out of it.

Two-Weapon Fighting/Improved Two-Weapon Fighting/Greater Two-Weapon Fighting^{CRB} It's why you're here. Take 'em.

Double Slice^{CRB} - Not worthwhile early on. Likely just a +1 or +2 to damage on one attack. Later on, as your bonuses increase, this will become large enough to justify.

Two-Weapon Rend^{CRB} - This comes way too late for 1d10+str to matter.

Two-Weapon Feint^{UC} - Combat Expertise^{CRB} is a prereq for this. You're already feat starved, and this only lets you give up your best attack so that your next attack can be slightly better.

Improved Two-Weapon Feint^{UC} - You give up your best attack for a chance to make the rest of your attacks better. At this point you should be getting enough attacks that this could be worth it, particularly if you have sneak attack in some way.

Two-Weapon Defense^{CRB} - Just use Force Screen if you want a shield bonus

Two-Weapon Fighting, Sword and Board

Sword and Board fighting is incredibly feat intensive, typically very MAD, and typically trades off a lot of damage for extra AC that is more expensive to scale.

Improved Shield Bash^{CRB} - Early on you're only keeping +1 or +2 AC, if you attack with your shield at all. It gets better later on, but you might give up the AC if you could get to the other feats more quickly.

Psionic Shield Bash^{UP} - Constantly hammer a target with saves against being Shaken. Once they fail, make them save against being Stunned.

Shield Focus^{CRB} - One many very boring +1 to AC or +1 to attack feats.

Covering Defense^{APG} - You shouldn't be using total defense very often.

Defensive Expertise^{POW} - Increasing your Touch AC can be difficult, and this will eventually increase both your Touch AC and your Reflex saves.

Missile Shield^{APG} - This rates lower than Deflect Arrows because you don't have nearly the number of options that a grappling psychic warrior is going to typically have.

Shield Slam^{CRB} - without focusing on bull rush, you won't succeed that often, but again it's free and it's nice control

Shield Master^{CRB} - Gives you massive bonuses to hit and to damage with your shield. This finally brings the style up to par

Bashing Finish^{APG} - Typically you aren't going to trigger a lot of critical hits in this style, but free attacks are nice.

Saving Shield^{APG} - It's only a +2 bonus and only adjacent allies. Would rate higher if it was your shield bonus so it scaled better.

Crit Fishing

Improved Critical^{CRB} - Feats that only work with one weapon are usually a little dubious, but with retraining and *psychic reformation* you can swap out what weapon this applies to at higher levels when you start taking these kinds of feats.

Critical Refocus^{UP} - This gives you the potential for some incredible full-attacks where you blow out an enemy by repeatedly confirming criticals and expending your focus to trigger feats and maneuvers. At worst it gives you action-free way to occasionally regain your psionic focus

Psionic Critical^{UP} - A bad feat even for builds that focus on critical hits

Critical Focus^{CRB} - Crit confirmation is extremely depressing to fail, and you need to be hitting on it.

Bleeding Critical^{CRB} - I don't hate bleed damage, but I hate how easy it is to stop this effect

Blinding Critical^{CRB}/**Deafening Critical**^{CRB} - The saving throw won't be reliable, if enemies aren't immune in the first place

Crippling Critical^{APG} - Dropping movement at high levels is pretty valuable, and the saving throw only impacts the duration

Sickening Critical^{CRB} - Sickening isn't much, but it is debuff that doesn't allow for any kind of saving throw

Staggering Critical^{CRB} - The saving throw won't be reliable, but staggered is a very powerful effect and nothing is immune to it.

Tiring Critical/Exhausting Critical^{CRB} - Sickening is probably going to do more than either of these

Style Feats

Dragon Style^{UC} - If you're going down the grapple route, you're going to have all the prereqs for this naturally. You ignore difficult terrain on charges, you get a bonus to saves that suck to fail, and you get a slight damage bonus every round. And it's on all the time. Solid.

Fox Style^{UI} - It will be more efficient for you to simply invest points into Bluff, making it a class skill with Gladiator

Fox Insight^{UI} - You should already be very good at Sense motive, and you can make yourself bigger than your opponents

Fox Trickery^{UI} - You're never getting the intelligence bonus for this. Even if you're really into Dirty Trick, this is too many unhelpful feats to invest for this bonus.

Street Style^{UI} - This is Tiger Claws but it's a swift action after any unarmed strike.

Street Sweep^{UI} - You have Psionic Bull Rush to do this.

Street Carnage^{UI} - Improved Critical is going to do more for you than taking three feats to get similar damage effects

Tiger Style^{UC} - You get some CMD bonuses and rarely occurring bleed damage. Not why you're here for this feat chain

Tiger Claws^{UC} - Getting a free bull rush attempt after turning all of your attacks into your best attack twice is not great, but it's solid. Still not really why you're here.

Tiger Pounce^{UC} - Here's the only real reason you care about this feat chain. You get to throw your power attack penalty onto your Armor Class. It doesn't have to be with unarmed strikes. It's probably not worth it, but there's no other way to do this.

Psicrystal Feats

Psicrystal affinity^{UP} - It's an intelligent construct familiar, and all the advantages therein. You can't do quite as much with a familiar as a full caster will be able to.

Flexible Personality^(PA:PC) - Psicrystal personalities are small bonuses, you don't want a feat to swap them once per day.

Greater Empowerment^(PA:PC) - The increased ML and extra use let these psi-like abilities stay relevant longer, but this will cost a lot of feats to keep up. If Share Powers went both ways, this would be much better, but as it is, the psicrystal can't use most of these psi-like abilities effectively.

Improved Psicrystal^{UP} - Spending a feat for a bonus that's typically worse than the feats for boosting skills or saving throws

Psicrystal Ball^(PA:O) - Spend 10 minutes to roll a number of d20s equal to your Wisdom Modifier +1/five levels. You can replace the result of a d20 roll made within 60' of you with one of these rolls as an immediate action. Unwilling targets get a save, but it scales well. This can save your party from devastating 1s or give a free persistent spell on the party's abilities a few times per day.

Psicrystal Body^(PA:PC) - More than doubling your psicrystal's HP is useful for share pain combos or for Crystalline Creature psicrystals.

Psicrystal Containment^{UP} - It is mandatory that you get this or Deep Focus.

Psicrystal Reservoir^(PA:PC) - Your psicrystal can refocus itself and you can use that focus through Psicrystal Containment. This is absurdly good. Go ahead and skip Psionic Meditation, this lets you recover focus at no action cost to yourself. If you can get your psicrystal Psionic Meditation, such as by taking a Crystalline Creature, it can refocus twice per turn.

Psicrystal Strike Focus^(PA:PC) - Refocus your psicrystal weapon when you drop an enemy. If your game has you fighting large numbers of weaker enemies, this is great.

Retain Focus^(PA:PC) - Cleave is pretty bad, Psionic Weapon is also pretty bad, this lets you combine them and is worse than either.

Superior Psicrystal^(PA:PC) - This lets you select a superior psicrystal, and it varies widely in quality depending on what you pick. Ratings of each superior crystal type provided by TiaC.

Attuned Psicrystal^(PA:PC) - This gives your psicrystal a bonus that depends on your class. Unfortunately, the Psychic Warrior bonus is basically just a worse Psicrystal Body.

Cognizance Psicrystal^(PA:PC) - You can store up to your manifester level in power points in your psicrystal and transfer them back into your reservoir as a free action. Being able to bank power points for the next day is pretty good.

Crystalline Creature^(PA:PC) - Your psicrystal becomes a psicrystal version of another creature. For the non-animal forms, this is best used like improved familiar to get a psicrystal that can talk and hold items, so it can activate dorjes for you. It is very unclear how this works with most of the animal forms on the list, as it mentions animal companions, but makes it clear that these aren't animal companions. If you use the animal companion rules, the psicrystal has undefined HD and BAB, but if you use the bestiary stats you can get a CR 8 psicrystal at level 7. I would houserule it to use animal companion rules for calculating base stats at your manifester level -3 or half your manifester level.

Empowered Psicrystal^(PA:PC) - Your psicrystal gains the ability to use three psi-like abilities 2/day each, chosen from one of 11 lists at half your manifester level. Its save DCs will be terrible and the personal buffs won't help it much, but the action economy isn't bad.

Implanted Psicrystal^(PA:PC) - Your psicrystal is implanted in your body and is limited in the actions it can take. It gives an initiative bonus of half your level, Alertness, and a 1/day reroll on a non-physical skill. As you level, it gives you more abilities. At 3rd level, you can borrow its sighted ability to see in darkness and magical darkness for a few minutes per day. At 5th level, you get 30' telepathy. At 7th level, the bonus from the psicrystal's personality increases by 2, especially good for the personalities that give you natural armor or save bonuses, and you get +2 on will saves. At 11th level, you can shunt a mind affecting effect onto your psicrystal once per day, ignoring the effect, but suppressing your psicrystal for the duration. All in all, you get a bunch of useful bonuses from an implanted psicrystal that make it a very strong choice.

Psicrystal Weapon^(PA:PC) - Your psicrystal becomes an intelligent masterwork weapon that can be enchanted as normal. It gives alertness and a telepathic link as normal. At 3rd level, you gain the ability to teleport it back to you, this is a free action with Quick Draw, making this a very good option for throwers. Also at third level, you get the ability to deliver touch powers through it, which functions like Spellstrike, but also lets you manifest while the weapon holds the charge. This is an easy way to get extra attacks off quickened powers. At 5th level, you can spend 2 power points to have it count as a different material for penetrating DR for one minute. At 7th level, it becomes a deep crystal weapon, if it was already deep crystal, it gains an extra 1d6 damage (This is probably only supposed to apply to the damage when you charge the deep crystal, but it doesn't actually say that.) Because of this, I recommend using a deep crystal weapon for your psicrystal, as the extra damage is quite nice. At 9th level, you can expend your focus to make the weapon reduce the target's energy resistance with every hit. At 13th level, this can reduce PR instead. It keeps Power Resistance and Sight Link from the base Psicrystal. At 15th level, you can expend focus to deal energy damage with the weapon for a round. This offers a host of benefits that are well worth the feat for a psychic warrior. It is especially good for throwing characters.

Psionic Manifesting Feats

Access Psionic Talent^{UP} - The ability to grab from 5 power from *any* class's list is great. Unfortunately, it's just talents.

Combat Manifestation^{UP} - Melee Psychic Warriors will manifest powers in the thick of combat, no matter how much they want to avoid doing such, so a bonus to manifest defensively will be greatly appreciated. Ranged attacking Psychic Warriors don't need this as much because they can more easily avoid danger.

Body Fuel^{UP} - More freely get the effect of Psionic Talent, but pay an atrocious cost.

Deep Focus^{UP} - Psychic Warriors have tons of abilities that call for them to expend their focus and also tons of bonuses that require them maintaining their focus. You must work to this or Psicrystal Containment.

Dispelling Static - This just isn't your niche.

Expanded Knowledge^{UP}

Particularly as the game moves past level 11, the psychic warrior power list can start to tail off in standout options. Part of this is that level 1 powers are going to continue being effective, and part is that high level psychic warrior powers are just a little underwhelming. It's a good time to start using Expanded Knowledge to grab powers like the ones listed below. You may even want to start earlier depending on what you're trying to do with your character

astral construct (Shaper 1) - Astral constructs are very powerful and versatile, but they may be a bit expensive in terms of power points. You'd probably play a Shaper Psion if you wanted to do this, but they're still good.

control light (Psion/Wilder 1) / **control sound** (Psion/Wilder 2) - These are great when Psions get them at level 1 and level 3, but you won't be getting them until much after that. They'll still be useful, but not as potent..

cloud mind (Psion/Wilder 2) - You're going to seek out this power because you don't really have any way to figure out invisibility, but with your low will save DC it's often going to be better to seek out a *ring of invisibility* or similar item.

flight (Nomad 4) - At high levels having a way to fly is practically mandatory

minor metamorphosis (Egoist 1, Psion/Wilder 2) / **metamorphosis** (Egoist 3) - Incredibly versatile self-buffs that will increase your combat and out-of-combat prowess, granting you feats, fast healing, temporary hit points, many kinds of movement speeds, etc.

pierce the veils (Psion/Wilder 5) - *True seeing*, if you're interested in that.

psychic reformation (Psion/Wilder 4) - Spend a day to retrain your entire character. Incredibly powerful, particularly if your GM isn't fond of retraining rules. With proper scouting and information from the party this can let you tailor your character to any adventure or challenge ahead of you.

touchsight (Psion/Wilder 3) - A useful boon to every psychic warrior, and a great pickup for the party scout.

Expanded Martial Power^{UP} - Can clean up your action economy in exchange for further leveraging your psionic focus.

Extra Power Known^{UP} - Your list is solid, and this will let you grab a couple of powers when they're still at their best.

Favored Energy^{UP} - You have energy damage powers, but they're not the core of your damage.

Improved Metamorphosis^{UP} - You're already spending a feat to get these powers. It will usually be more efficient to spend power points to augment the power to give yourself more choices than to take this feat.

Improved Psi-Like Ability^{UP} - Varies highly, entirely dependent on how good your psi-like ability is for you build. It's **great** for Duegar's *expansion*, but pretty **bad** for Maenad's *energy ray*.

Metapsionic Mastery^{UP} - This is useful if you find yourself consistently manifesting a specific power in the middle of combat where the power points may be less valuable than the psionic focus.

Narcissism (The Resolute) ^(DP: Rajah) - This feat allows you to bind a veil that gives you bonus PP equal to your level and lets you expend your focus to reroll an attack roll, damage roll, or a saving throw after seeing the result. Either one of these would be a strong feat, both together is amazing. At 7th level, you can take Access Low Chakra slot to bind it and gain the ability to regain focus whenever you kill or drop an enemy, which can be a very reliable way to regain focus in the right game.

Overchannel^{UP} - Your hit points are more precious that for backline casters and you have fewer powers that significantly benefit from heavy augmentation

Talented^{UP} - This will apply to about 1/2 of all of your known powers, making overchanneling much better for you.

Persistent Focus^{UP} - Makes it a little easier to manage your piles of abilities that require maintaining or expending a psionic focus

Power Channeler^{UP} - Touch range powers aren't the Psychic Warrior's strength, and this overlaps with Martial Power. If you trade off Martial Power in an archetype, this may be **slightly better**.

Power Penetration/Greater Power Penetration^{UP} - You very rarely will be using powers that need to get through spell penetration

Power Specialization/Greater Power Specialization^{UP} - Damaging Powers are something you can do, but they aren't your focus and the feat prerequisite would never do anything for you.

Psionic Endowment/Greater Psionic Endowment^{UP} - Expend your psionic focus for a worthless bonus to a power's save DC

Psionic Meditation^{UP} - A move action is more awkward for a Psychic Warrior than a Psion, but your focus fuels metapsionic feats, and psionic feats, and power triggers, and path maneuvers. This will become more appealing as you start burning those more.

Psionic Talent^{UP} - Really only useful at very low levels when 2 power points will go further

Swift Shapeshift/Master of All Forms^{UP} - If you find yourself using metamorphosis powers a lot, you can take these feats to effectively make them *Hustled* or *Quickened* for free.

Sigilist^(PA:F&P) - This gives your powers somatic components, but you get +1 to all DCs and +2 on rolls to overcome PR. Doesn't work with two-weapon fighting, and doesn't allow off-turn manifestation with two-handed weapons, but works pretty well for natural weapon users or archers.

Bound Sigil^(PA:F&P) - A completely busted feat that will often be banned. 3/day, you can manifest a power as a psionic tattoo rather than producing its normal effects. This means that whenever you have a week of downtime, you can load yourself up to the cap of 20 psionic tattoos for a massive jump in endurance. Even without downtime, it lets you bank power points that you have left over at the end of the day.

Permanent Sigil^(PA:F&P) - All your powers gain a visual display that can't be suppressed, but powers you manifest on yourself have doubled durations and the DC to dispel them is 5 higher. You don't have many powers that you'd want to use in situations where you'd care about hiding them, and the increased duration on buffs and protection from dispelling are both amazing bonuses.

Warrior's Focus^{PA:C2} - The better your paths' trances and maneuvers are, the better this is. It only covers a portion of your psionic focus's uses, but it covers what is probably the most important portion. I'd still recommend getting either *Deep Focus* or *Psicrystal Containment* because you can run into that many uses for your psionic focus.

Metapsionic Feats

Delay Power - I can envision some use where, by setting up a bunch of delayed powers ahead of a fight, you have personal buffs fire off round after round while you're free to act normally.

Bulwark Power^(PA:F&P) - This is a better version of Delay Power. Triggering when you're attacked is a much better condition than any of the ones Delay Power offers. *Vigor* or *Force Screen* are obvious examples for stuff you'd love to trigger only on an attack.

Echoing Power - Useful for higher level powers that cost more than 4 points and that you expect to use multiple times a day

Empower Power - I wouldn't recommend going for a lot of the direct damage powers in the psychic warrior power list, but if you do this will become a good way to add damage.

Extend Power - There are tons of personal buffs you're going to put on yourself, and this will make them all last longer.

Hustle Power - Psychic Warriors already have many powers that natively manifest as swift actions or can be augmented to manifest as swift actions, but Hustle Power can let you either manifest 3 powers or manifest a swift and a hustled and still attack in one turn.

Plague Power^(PA:F&P) - This generally beats Shared Power for party buffing, particularly before combat. Being able to copy a power to a new adjacent target as an immediate action is buffing efficiency that's only matched by collective classes. It only costs two power points and from ML 10 onwards, it can spread multiple times.

Quicken Power - You are not a spellcaster. You do not care about spell levels. You can quicken 6th level powers.

Shared Power - You have a ton of personal only powers that your party members would like to have. This can be a way to share those with them. It's a little expensive, and you're not a full manifester so you won't be elite at this, but it gives you a lot more combat utility.

Topping Power - If there's a psionic power with a force effect you like, this can grant you a power-point free way to try and knock over at target.

Pushover^(PA:F&P) - Toppled enemies now provoke when falling, which is a nice add-on if you're using Topping Power regularly.

Through the Flesh^(PA:F&P) - Being able to manifest two powers in the same action sounds great, but the cost of both powers counting towards your power point per manifestation cap limits this. Additionally, most of your Psychometabolism powers are buffs, and most of your Telepathy powers are debuffs or attacks, so you will rarely want to target the same creature with both.

Unconditional Power - 8 power points is probably exorbitant, but you gain the ability to manifest your very good personal only powers while in some of the worst conditions that can befall you

Animus Feats

Animus Potency^{PA:C2} - This lets you theoretically overchannel augmentations, but only to boost saving throws. It also allows you to use animus to boost saving throws of powers that don't normally have that option for augmentation. Typically Psychic Warriors aren't looking to rely on saving throws, though.

Extra Animus^{PA:C2} For Halo Knights Animus is effectively 2 extra power points every combat. Better early on than late. It's also the prereq for the Advanced Anomalous Path

Metapsionic animus^{PA:C2} - There are definitely powers you'd like to extend even without augmenting, and this can fuel that while conserving some power points. You'll need at least 4 animus, and that's already expensive for most characters.

Psi-animus assault combat^{PA:C2} - If you have animus and have taken one of the mediocre feat prerequisites, this will at best be a mediocre use of animus.

Tap Animus^{PA:C2} - Animus is typically going to be worse than power points, and will scale worse over time. Unless you're really interested in playing around with animus mechanics, skip it.

Advanced Race Guide Feats

Defiant Luck (Human) - Always a reasonable choice as a defensive feat, letting you reroll failures and deny critical hits.

Echoes of Stone (Oread) - This will be a pretty boring feat even if you spend a lot of time underground

Murmurs of the Earth (Oread) - It's tremorsense. It does come a bit late, but it's still tremorsense

Goblin Cleaver (Dwarves/Duergar^{UP/AR}) - Both kinds of Duergar can just make themselves bigger, making this easier to trigger. It's still just cleave, though.

Stony Step (Oread) - This is at least going to let you 5 ft. step, but the rough terrain type limitation is pretty bad.

Oread Burrower (Oread) - Burrow speeds are typically a great way to get where you don't belong, if you're interested in that

Oread Earth Glider (Oread)(Oread) - It's Earthglide (Ex). That's always going to be good.

Trap Wrecker (Orc/Half-Orc) - Your perception is likely going to be good enough to find the trap, and your damage is probably going to be good enough to get half-way to disabling a trap. The first time Thog says "I just smash trap" is also guaranteed to get a chuckle until people realize you're serious.

Item Crafting Feats

Craft Cognizance Crystal^{UP} - This can let you get around your daily power point limit, but the exponential costs means you can only really do so for low to mid level powers.

Craft Magic Arms and Armor^{CRB} (Craft Psionic Arms and Armor) - There are some useful weapon and armor psionic abilities that may be worth putting onto your equipment, such as *agile*, *greater energy*, *determination*, or *gleaming*.

Craft Staff^{CRB}(Craft Psicrown)/**Craft Wand**^{CRB}(Craft Dorje)/**Scribe Scroll**^{CRB}(Craft Power Stone) - Scribe Scroll/Craft Staff/Craft Wand is best for classes that have large power known lists or spellbooks, letting them know utility powers but only manifest them through items rather than using up slots. That's not a Psychic Warrior, even with *psychic reformation*.

Craft Wondrous Item^{CRB} (Craft Universal Item) - Usually the best choice because wondrous items tend to be the most expensive and most widely used, so you get the largest cumulative discount, but the spell requirements will can prevent you from making the Big 6 stuff that saves everyone money.

Scribe Tattoo^{UP} - These are better than potions, as they can be used to give personal powers to your allies. *Danger sense, vigor*, etc. Talk with your GM about how to handle augmentation with these items as those rules aren't explicitly covered in the book

Psychic Warrior Powers

Powers are not spells, and you do not get to know as many powers as similar classes will know spells. The Bard will know 36 1st to 6th spells, and the Magus has a spellbook. The Psychic Warrior will know 24 powers. This means that as the game advances you'll want to be content continuing to manifest and augment 1st level powers. If a source isn't noted, the power is from Ultimate Psionics.

PA:7P ^{PA:7P} These ratings are for powers Psionics Augmented: 7th Path. Ratings provided by TiaC

PA:C2 ^{PA:C2} These ratings are for powers from Psionics Augmented: Compilation 2.

PA:F&P ^{PA:F&P} These ratings are for power from Psionics Augmented: Feats and Powers

(Talents)

Blinding Flash - A mediocre power that can be augmented to become half of the mediocre *blindness/deafness* spell.

Conceal Thoughts - A huge bonus to the bluff skill that comes with a bonus to saves against people trying to read your mind. It'd be situationally good if it didn't also have a massive duration making it easy to apply ahead of time and stay on the whole encounter.

Detect Psionics - Usually a pretty mandatory pick for any manifester. You may be able to skip it if there is another one in your party

Distract - use *conceal thoughts* for the bluff bonus, and find some other way for the perception penalty

Ectoplasmic Trinket - You'll need a lot of creativity to get something out of this.

Float - Might be useful in a pinch, but you should have solid swim checks or be able to get around them entirely

Fortify, Lesser - You don't want to spend a power known on something that will be useless past level 5

My Light - If you don't have darkvision and can't carry a torch this may be a useful and cool power for you early on

Sense Poison - let the divine caster in the party handle this with their flexible slots or a scroll

Telekinetic Punch - It's at least a force effect so it might have a use against certain incorporeal enemies

Vim - It might cost nothing, but 1 temp hp is also nothing. Nothing from nothing leaves nothing.

1st-Level

Absorb Dorje^{PA:C2} - You effectively trade a 1st level power known, for a power known of any other level, provided you have a charged dorje handy. If you're used to spellcasters this seems like an obvious upgrade, but your 1st level powers hold their value infinitely better than 1st level spells do. This won't have much value early in the game, and late in the game you should have *psychic reformation* to do something similar.

Absorb Weapon - This could be **useless** in many campaigns, but it could very well be **indispensable** if you're constantly having to smuggle weapons and armor and wear disguises to get where you don't belong

Astral Traveler - Even if there's a manifester in the party to handle *astral caravan*, you'd prefer to be the rearguard

Biofeedback - DR 2/- is nice at level 1, but even inefficient augmentation won't allow this power to keep up over time.

Bite of the Wolf - Gain a bite attack *in addition to* your other attacks. Augment so that it scales over time

Burst - *Skate* is usually going to do more than this for a longer duration, but the swift action manifestation time can be impactful

Call Weaponry - There's an entire path that revolves around this power. The 1 min/level duration means you'll be manifesting this a lot, but it also has a ton of utility. You'll never truly be without a magic weapon.

Catfall - You'll never be annoyed to have it, but try to get it for free through a path, a *ring of featherfall* or some other way to avoid spending a power known on something so circumstantial.

Chameleon - This has fewer bonuses than *conceal thoughts*, costs power points, and doesn't last as long. If you're regularly making Stealth checks, it's probably **good**, but there's probably a better way.

Circumstance Shield - An inefficiently scaling initiative bonus that provides a one time saving throw bonus that won't stack with anything. You don't have the powers known for this.

Claws of the Beast - Doesn't stack with your normal attacks, instead giving you two claw attacks. Augment it to increase damage over time. Has a much better duration than Bite of the Wolf.

Compression - If you aren't focused on control or base damage, and get a lot of your damage from things like the assassin trance, this will be better than *expansion*. It will also allow you some different options outside of combat. *Expansion* can't break the cage, but *compression* can allow you to walk between the bars.

Corrosive Aura - At early levels, this is **awful** because of its awful duration. It becomes **situationally useful** at later levels when you can have it running for most of a fight and have the ability to force enemies to stand next to you.

Dazzling Swordplay - Attack a creature, if you hit them and they try to move or attack they go blind for the rest of their turn. Not even a round, for the rest of their turn. There's no save, but it's for an effect that no one can reactively take advantage of.

Deaden Attack - Unless you've taken a vow against harming others, this isn't going to be useful

Dissipating Touch - You have a weapon and can manifest natural weapons to deal damage in melee much more power point efficiently.

Elfsight - There will, relatively quickly, be better ways to get low-light vision than investing a power known.

Elongate Extremities^{PA:C2} - If you want increased speed, or increased reach without the size penalties of *expansion* this can be a solid option

Empty Mind - Your Will save will be solid but not great, failing a Will save does suck, and this is an untyped bonus that can be used the instant you need to make a Will save. It's a shame it only lasts one round.

Energy Dagger^{PA:C2} - You can make yourself a really nice dagger, and the energy effects have some niche uses, but typically *call weaponry* is going to be a better selection.

Energy Touch^{PA:C2} - It's an energy touch attack akin to *energy ray*. You can augment it to force some saving throws for 1 or 2 round minor debuffs.

Expansion - This is one of the primary powers for any melee character. It grants more damage and more area of control. You will be able to augment it to manifest as a swift action and have a longer duration as well.

Force Screen - The duration holds this power back, but it can be a helpful defensive buff for any psychic warrior with two hands already occupied by weapons.

Fortify - The duration and the bonus type limit this power. You are able to power well past what most other resistance bonuses will give you at higher levels. You'll still end up wearing a *cloak of resistance*, though.

Foxhole - This can be useful in a pinch, but trenches aren't commonly called for in Pathfinder combat.

Grip of Iron - If you plan on using grapple, this is an **automatic selection**. Otherwise, **never consider it**.

Guidance of the Ancestors^{PA:7P} - A small bonus to knowledge checks isn't great, especially with your Int, but the augmentations to speak another language or temporarily gain a weapon proficiency give this enough utility to be useful once you've covered your core combat powers.

Hammer - It doesn't scale well, and you shouldn't really need melee damage touch attack powers.

Inertial Armor - If you aren't planning on wearing armor, this is **great** due to its efficient augmentation and long duration. Otherwise it serves as more of a **niche use** power for when your armor is stolen or you're fighting incorporeal creatures.

Inevitable Strike - This is *true strike* but more versatile, allowing you to manifest it faster for a smaller but still meaningful bonus.

Metaphysical Claw - If you don't use natural weapons, those won't be useful to you. If you do, it can be much harder to get magical bonuses on natural weapons than manufactured ones

Metaphysical Weapon - *magic weapon/greater magic weapon* equivalent. Will be useful for a lot of characters, but the augmentation is expensive

Morbid Fascination^{PA:7P} - Being able to pinpoint ethereal creatures is incredibly situational and not very useful even when it applies.

Precognition, Defensive - an insight bonus for saves and AC will stack with almost everything. The duration isn't great, but it's a power that will hold its value and get better as you gain levels and magical items.

Precognition, Offensive - The duration is average, but this is a bonus that stacks with everything. It gets better the more attacks that you're going to make every round. Attack scales a bit better than *metaphysical weapon*.

Precognition, Tactical - Hurt by not being an insight bonus to CMB and instead an enhancement bonus to a single combat maneuver. This does augment more efficiently, but CMD also typically scales more harshly than AC does.

Prescience, Offensive - Manifest *offensive precognition* and use power attack or piranha strike for the same or better results.

Prevenom/Prevenom Weapon - This would rate much more highly if you could augment the power to increase the saving throw or even inefficiently increase the Con damage of the poison. As is, it's an easy saving throw for minor damage.

Shield Wall - Unless you're using a tower shield, I don't see the justification for using this and not *force screen*.

Skate - This does allow you to buff your allies, and it's a mostly untyped speed bonus so it stacks, but it also doesn't scale well over time. It's still a very solid mobility power, though.

Stomp - The only area control spell available to you at level 1. Ignore the nonlethal damage, it's just a bonus on top of everything in front of you being prone. It does augment to increase the save DC, but never gains the ability to target air-born targets.

Synesthete - Very cool fluff, and also useful, but you have too few powers known to justify taking this. Worthy of a power stone, though.

Thicken Skin - Natural armor can be expensive to get through magical items. This also stacks with all of your other defensive powers.

Vigor - This power will be good for every psychic warrior from level 1 all the way to 20. The share pain/psicrystal combo pushes it over the top, but you don't need that to justify efficient temporary hit points for a frontline character.

2nd-Level

Ablative Armor^{PA:C2} - Spend 3 points to add 2 AC to your armor suit, instead of 4 points with *inertial armor*. It bypasses your normal power points per manifestation limit because it's a separate power, so you can get +7 inertial armor at level 3. The duration is good, but not not hours per level, the power augments poorly, and the bonus disappears as you take hits.

Animal Affinity - *Bull's Strength* / *Bear's Endurance* / *Cat's Grace* / *Eagle's Splendor* / *Fox's Cunning* / *Owl's Wisdom* all wrapped into one power. The duration and the nature of enhancement bonuses hold it back, even for the versatility.

Animus Overload^{PA:C2} - Even if you ever see enemies with animus, it's a melee touch range power with a fortitude partial saving throw.

Body Adjustment - Worse than the *cure X wounds* line of spells, and those already aren't great. Can't even use this on your allies without the Share Power feat.

Body Equilibrium - Out of combat this pretty much just worse than *defy gravity*, but this will at times be better for melee characters inside of combat. Archers don't need it at all.

Body Purification - Ability damage sucks, but so does having this take up a power slot. Use a dorje for this

Concealing Amorpha - This is *blur* that isn't easily bypassed like illusions. This will become an important way to put additional defenses on top of your armor class as you advance into later levels

Dead Hand^{PA:7P} - Turning one of your hands ethereal is pretty situational, so this is pretty bad. However, it's a bit better for grapplers, as you can force a will save or become shaken against anyone you grapple. Its short duration means that it still isn't too good for grapplers.

Deflect - Giving up an immediate/swift action, 3 power points, and a power known to deflect one ranged attack is not worth it

Defy Gravity - This is a **good** choice for archers who can use it to move themselves to a safe spot and hang out. The move action cost will make this **problematic** for characters who need to dance in melee. It still has out of combat value for both types.

Detect Hostile Intent - I'm not really sure how to rate this for Psychic Warriors. You'll definitely get use out of this power, particularly in dungeons or social situations. I love this as a dorje, but I'm a little cooler on it taking up a powers known slot.

Dimension Swap - The standard action manifesting time is a big limitation for what would otherwise be a great power for psychic warriors. Ideally you'd have another manifester who can cast this on you.

Dissolving Touch - Likely to end up as less damage than attacking someone. You can take feats to make those touch attacks, too.

Dissolving Weapon - Unlike Dissolving Touch, you can use this to stack a bunch of damage onto a weapon hours or days before you attack with it. It's still pretty bad as a power known.

Distracting Strikes - It's a guaranteed minor debuff, but it's a very minor debuff

Ectoplasmic Charged Armor^{PA:C2} - Enemies take damage every time they attack you, though it will often quickly round down to 1d6 damage that's still solid. It can be augmented to be more potent longer and grant a tiny bit of temp HP as well..

Empathic Transfer - Body adjustment or a proactive Vigor+Share Pain with expanded knowledge is going to do more to help your allies than this reactionary measure.

Endorphin Surge - You gain barbarian rage for a few rounds every time you manifest this, and one of those rounds will be used manifesting this. Augments poorly.

Energy Adaptation, Specified - A rare psionic power with an effect that automatically scales, you can augment it to manifest as an immediate power. At high levels, you'll want this or *energy adaptation*. You don't need both, though.

Entangling Strike - Just entangling an enemy for a round would be solid, but you can also trigger more free damage if they try to make a concentration check. Proactive/reactive swift action manifesting and no saving throw or power resistance pushes this all the way to great

Ephemeral Bolt - This has a lot of very niche uses, particularly for delivering poisons. It has so much setup with it's manifesting time it's basically an out of combat power though.

Epidermal Fissure^{PA:C2} - Either you cause bleed damage to an enemy by buffing them, or you force an ally to make a fortitude check to receive a strength bonus and also take bleed damage.

Everyman - A big skill boost to an opposed check, with a big duration, and the ability to bypass scent. The fact that you aren't changing your clothes at all means it's only support for a character who disguises themselves rather than a tool to make anyone competent at that.

Feat Leech - **Useless** in a campaign without psionic enemies. Even if there are, it's rare for you to know what the enemy's feats are and for them to be so good that you qualify to take them and are worth stealing. It will be great when it does work, but probably won't work that often. This could go all the way up to **average**, if your GM is forthcoming about that information.

Freezing Sting - I don't see many worlds where you take this over *distracting strikes*.

Heightened Vision - *Darkvision*. There are better uses for a power's known slot.

Hustle - Converting a swift action into a move action is powerful, but you need to be judicious about how often you use this. Also useful for characters who would like the Spring Attack feat but not its terrible prerequisites.

Painful Strike - You're likely to gain far more by just augmenting your natural attack powers than manifesting this. It does apply to all of your natural attacks for relatively few power points, but its duration is terrible.

Prowess - If you're a character that can make heavy use of AOOs and don't yet have Combat Reflexes, this will give a little bit of value. Even still, you're going to want to get rid of this with retraining or *psychic reformation* later on.

Proximity Strike - No saving throw is nice, but the close range can be limiting. Still a useful way to make sure you stay on top of slippery targets

Psionic Lion's Charge - Early in the game, *hustle* will do more than this. As the game gets to later levels, your buffs and number of attacks increase and this becomes a **great** power.

Psionic Scent - This is a **great** power for any kind of scouting character, but will have very **limited utility** for anyone else.

Repositioning Strike - Flanking is a nice benefit, though it usually isn't that hard to generate flanking. This gets **better** if you or an ally have abilities like Sneak Attack that activate off of flanking.

Shocking Strike - The best bonus damage option of the *X strike* line of powers, and thus the most underwhelming.

Sidestep - Still not quite worth it because of the powers known slot, this is much better than the *deflect* power because massive single melee attack enemies are common and dangerous.

Sonic Blast - Sonic damage is nice because it's rare for enemies to resist it, but you need to be a proficient tripper for this to be a good power

Steal Animus^{PA:C2} - Spend 3 power points to steal 1d4 animus, which you can then use as 1d4 power points, but only if you target has animus

Strength of My Enemy - Attack your enemy and drain them of strength while gaining an enhancement bonus to your own. **Bad** for natural weapon users or TWF style fighters because it only applies to one weapon. Possibly great for archers who have an *adaptive* (Ultimate Equipment) composite bow as they can most reliably make a large number of draining attacks each round.

Sustenance - This is the situationally useful Elan racial ability, but costing 3 times as much and uses a power known slot.

Sympathetic Drain^{PA:C2} - This actually has a ton of power if you have a healer in your party or are dealing with an opponent that is likely to have less hit points than you. Point at them and drain more than half of their hit points away with no save. It's a very risky power to use, but it does give you the option to point at things and just kill them without allowing a save. It becomes much better if you buy a Surge Crystal^{UP} to get the surge augment.

Telekinetic Bola^{PA:C2} - There are cheaper powers that provide more defense and cheaper powers that provide more damage.

Thought Shield - *empty mind* costs fewer power points, doesn't require you to gamble on whether you're dealing with a mind-affecting power or spell, and scales about as well.

Transfer Animus^{PA:C2} - A power that just let you transfer power points would not be highly regarded, and animus is less frequently useful by teammates than power points are.

Wall Walker - This will become how you bypass climb checks, but not as a power known.

Wintry Grasp - This becomes **great** if you have Unavoidable Strike or Deep Impact to make the attack a touch attack. The cold damage on the other side is more of a mixed bag. Stopping someone from moving is just great, though.

3rd-Level Psychic Warrior Powers

Biokinetic Endurance^{PA:C2} - Ability damage isn't a common enough concern that you want this as a power known, but you absolutely want to have it as a tattoo because simply negating con or strength damage will save your life.

Caustic Retribution^{PA:C2} - Give yourself or an ally xenomorph blood. It's not really very good but it's so metal.

Charge Weapon^(PA:F&P) - Low single target damage isn't really worth it, and the additional effects are too minor.

Claws of the Vampire - The healing just isn't likely to be all of that much, depending on how much you boosted *claws of the beast*. 5 healing on each hit is generous for when you first get the power.

Cloned Twin^{PA:C2} - At a certain point this becomes an early get out of death free card, letting you augment this so that you can shift to the clone body when you die. Before that point, it's not clear what the power is useful for as it's not clear whether you have a psychic link with the clone or get any information it receives when it disappears.

Cold of the Grave^{PA:7P} - Immunities to pain and emotion effects and selective immunity to morale effects is useful to protect you from fear and other less common conditions. DR 2 against mental ability damage won't come up much, but there's few other ways of getting the effect. Not worth it when you first get 3rd-level powers, but immunities are more important at high levels, so it can be **decent** at higher levels and the duration augment makes it fire and forget.

Concealing Amorpha, Greater - Total concealment is powerful, but the round/level duration limits it until manifester level 10 or more. There will still be times where you'd rather manifest regular *concealing amorpha* before a fight but a minute is usually enough time for the power to have been worth manifesting.

Danger Sense - Useful for scouting psychic warriors, or whenever you're about to enter a kobold lair.

Dimension Slide - This will often be worse than *dimension swap* until you can afford to augment it so that it manifests as a move action. After that it's a short range *fold space* that allows you to still act after manifesting it.

Dispatch - Big bonuses to trip are nice, but you also shouldn't need them if you're dedicated to tripping enemies already. It's a little extravagant to try and fit this onto a tripping build

Duodimensional Claw - Don't take this as a power known. Take the Improved Critical feat or get a power stone

Ectoplasmic Form - Losing your physical attacks as it becomes harder to manifest powers sucks quite a bit. There's still quite a bit of utility here, particularly for psychic warriors trying to get where they don't belong.

Ectoplasmic Grapnel - There's some utility for bypassing objects and closing the distance with enemies, but you already should have multiple powers or feats or allies that can help you do this. Those other powers don't have 8 paragraphs of text that your GM will hate reading.

Empathic Feedback - This does have a very good duration, but the damage reflected in minor, has to pass a will save to get through at all, is mind affecting, and doesn't stop the damage from getting to you in the first place.

Empathic Transfer, Hostile - This should range from 25 damage/healing to 70 damage/healing, not accounting for the potential of it being AOE damage. It is mind affecting, but I think this is clearly better than empathic feedback.

Escape Detection - The DC capping at 23 means there's a limit to how good the power can be, even from a power stone.

Evade Burst - Spend 5 power points to get evasion against on one reflex save.

Exhalation of the Black Dragon - ranged version of the cantrip *corrosive touch*, as a third level power.

Expose Weakness - If you have sneak attack or a rogue teammate, they'll be happy with you, but otherwise don't bother

Form Astral Armor^{PA:C2} - Aegis is a pretty strong class, and this makes their main ability into a single power known. The bonus customizations scale without augmentation, but the ability to pick customizations as an aegis of your manifester level is what makes this amazing. Some standouts are Flight, Powerful Build, Tremorsense, Blindsense, Burrow, Improved Evasion/Stalwart, the akashic customizations, and Initiator's soul. This doesn't totally replace *metamorphosis*, but rather can complement it, with each doing some things more effectively than the other. This may also take more time at the table to pick out customizations that *metamorphosis*, so do prep work to prevent annoying the GM or fellow players.

Fracture Pattern^{PA:C2} - Fort negates is incredibly rough for a class that will typically have poor saving throws. This could be a powerful debuff in a party with a bunch of a similar damage type, but it's probably best left to a 9 level manifester to handle that.

Graft Armor - Don't wear armor that you need this power to get the most out of.

Graft Weapon - Don't make the mistake of learning *duodimensional claw* without already knowing *claws of the beast* so that you don't have to learn this power.

Mental Barrier - If you're willing to augment this to increase the duration, it can become **decent**. You probably won't have the powerpoints to spare on that, so it's likely safe to skip.

Moan of the Sorrowful Dead^{PA:7P} - AoE save or frighten with medium range is the sort of crowd control that doesn't really exist elsewhere on your list, so this is a useful bit of variety. However, fear is commonly resisted, and your DCs will be lower than a full caster.

Physical Acceleration - *Haste* is a powerful effect. This isn't rated fantastic because this is a personal only power and *haste* is such a common and mandatory selection that someone is going to be able to cast it on you.

Shade Venom^{PA:7P} - Lets you poison incorporeal creatures, but not corporeal undead. Poison is expensive and ineffective, and this is a very narrow boost.

Sharpened Edge - *Keen*. If you're going to go crit fishing, consider this instead of the weapon special ability.

Telekinetic Barrier^{PA:F&P} - a 40' sphere that gives everyone inside DR 20/magic against ranged attacks from outside. The long duration, cheap augmentation, and option to make it DR 20/- makes this pretty effective at shutting down an entire class of threats. The barrier is one-way, so if you're an archer, you can still shoot out.

Tormenting the Dead^{PA:7P} - Single target damage that only affects incorporeal enemies is way too narrow.

Ubiquitous Vision - You'll want to throw this on before you enter a thieves' guild, but otherwise ignore it.

Vampiric Blade - Much better for two-handed fighters, particularly ones using *expansion* to increase their weapon's base damage. It's not as strong for two-weapon fighters who are only going to get the benefit from this one ½ of their attacks.

4th-Level Psychic Warrior Powers

- Backlash** - This is too much of a gamble to take when you first get access to it. If you don't kill whatever hurt you with the full attack, you're dazed and possibly just dead. Once you can augment it to remove the daze it can be a way to seriously increase your damage output.
- Battle Transformation** - You'll probably want this or *physical acceleration*, but not both as they don't stack. If you want more stats and don't need the mobility this is going to be a better choice, especially with its duration augmentation.
- Claw of Energy** - You'll probably get more damage just by augmenting claws of the beast, but getting *flaming* or *frost* special abilities on a natural weapon is typically pretty hard.
- Energy Adaptation** - Grab this or *specified energy adaptation*. Some form of energy resistance is needed at higher levels. The better information you have ahead of a fight, the less you'll need this for covering all your bases.
- Flexible Trajectory** - Even if you've gone down the archery or thrown weapons series of feats, you might not have improved precise shot, and even improved precise shot isn't capable of bypassing total concealment. Thrown weapon users in particular will benefit from being able to ignore range penalties. If you're not an archer this could make you suddenly competent at hard checks/
- Fold Space** - It's *dimension door*.
- Ghostslayer's Blade**^{PA:7P} - Undead Bane and Ghost Touch can be really useful in the right campaign, but if that's the campaign you're playing, you should just enchant your weapon with them. Could be **useful** to swap in with Psychic Reformation if you know you'll be fighting undead.
- Immovability** - Unless you're really opposed to being teleported or you need to stand in a hallway and get hit without fighting back, you won't have a use for this power.
- Inertial Barrier** - DR 5/- is already losing usefulness by the time you get this. Certainly not worth a power known.
- Kyria's Crystalline Aura**^{PA:C2} - This is pretty poor as a defensive power, though the bonus to reflex saves may occasionally help. It's offensive mode is very comparable to *corrosive aura*, with a similar amount of guaranteed damage and a wider area of effect but a saving throw that doesn't scale. Bleed is more dangerous than acid damage, both to enemies and your allies, but more things are immune to it as well.
- Psychic Drain** - Horrible if you aren't expecting psionic characters, and horrible even if you are because you don't get to gain the power points even for a limited amount of time.
- Scales of Damnation**^{PA:7P} - If you have a high Charisma modifier, this can gain you some power points once you can augment it, especially if you have a healing power you can use to keep it up all day. You probably don't have much Charisma though, so you should avoid this. If you cheese it with healing powers and 14+ Cha, this is **great** when augmented, otherwise it's **terrible**.
- Shrapnel Burst** - It's solid AOE damage if you can get yourself among a bunch of enemies, but you're likely to struggle to do that while getting away from your allies. You'll probably get more damage out of *kyria's crystalline aura*
- Slip the Bonds** - Not every psychic warrior will want *freedom of movement*, but some (archers, assassins) probably will at some point. Also has some use if you expect underwater combat.
- Steadfast Perception** - A weaker version of *pierce the veils*, but this will still let you get around a lot of combat illusion defenses.
- Tactile Telekinesis**^{PA:C2} - Grants you bonuses to strength, but only for the purpose of carrying capacity, a slight bonus to attack and damage, and the rock throwing ability (bestiary 6 page 298). *Battle transformation* is available at this level.
- Thundering Step** - At this point you should have plenty of ways to make a single melee attack a reliable hit, the possible crowd control after this is all a bonus
- Truevenom/Truevenom Weapon** - With your low saving throw DCs, there are a lot of worlds where this will do the same amount of Con damage as *prevenom*. Can't even take feats to make this saving throw better.
- Vanishing Strike** - By the time you're getting this everyone will have multiple kinds of anti-invisibility defenses. Even assassin and infiltration type psychic warriors could struggle to make this work
- Weapon of Energy** - There's more versatility here than getting a *flaming* or *shock* special ability on your weapon, saving room for other options. It's probably not worth the power known slot, though.
- Zealous Fury** - Particularly for two-weapon fighters and archers who will be doubling up on this bonus. Less so for characters who already expect to be making a lot of use of powers like *hustle* and *psionic lion's charge*.

5th-Level Psychic Warrior Powers

- Adapt Body** - A nice, long duration get out of jail free card for moving through the elemental planes and their environmental hazards. It's a solution to a very specific problem, but one you'll need to solve somehow.
- Barrage** - Ranged whirlwind attack. Archery's strength is putting a mass of attacks on one target, not spreading a bunch of small attacks all over the place.
- Biting Cold** - No save paralysis if your opponent tries to do anything that matters is really good, though at this point power resistance and spell resistance are really starting to crop up and you'll have more trouble getting through them.
- Bonding Strike** - The more reach you have, and the more single target/less AOE damage you have the party, the better this power becomes. It allows you to pick on the weakest target in a pair of enemies to damage both of them.
- Catapsi** - Worthless if you aren't facing psionic characters, not ideal even if you are. It's best use will be if you're a frontliner and you can get far enough away from any other psionic characters in your own party. It still won't be great.

Metaconcert - It requires there being another manifester in the party, ideally multiple. If you do have multiple manifesters in the party, it should be left to the telepath psion to know this power.

Oak Body - You gain immunity to a ton of really nasty status effects, and some spells and powers that mess with you otherwise. Just don't do it around fire elementals.

Psychofeedback - This sounds cool when you read the description, but becomes clearly limited when you consider it for moment. You've already dumped all your less important stats for the more important ones in character creation. There's only so much lower they can go. Besides that, it's not fun to instantly get knocked unconscious by a single *ego whip*, or *touch of idiocy*.

Summoning Strike - You can spend two more points to use *dimension slide* to just teleport yourself next to an enemy and full attack them without them making a will save. This does have more value in dragging distant creatures next to yourself and all your friends.

6th-Level Psychic Warrior Powers

Barred Mind, Personal - Even if the GM remembers that his NPC's can't spy on you, that doesn't mean he can't spy on other members of the party. If you suspect divination magic will be a big source of information this will still have a lot of use, but I suspect this will end up being best as an NPC ability to frustrate the party diviners.

Body of Iron - Just all around much better than Oak Body.

Breath of the Black Dragon - Mediocre damage even after you spend a lot of points augmenting it because everything is making the saving throw.

Brutalize Wounds - It's a mind affecting power, but it's a guaranteed debuff that all of your combat allies can take advantage of. Don't anticipate the enemy actually failing the saving throw for the big reward, though.

Defer Fatality - Stops you from dying. It's easier and cheaper to bring you back from this than with resurrection, but you're still knocked out of the fight and in a very dangerous position..

Dispelling Buffer - You're going to be heavily buffed either to keep yourself alive and powerful in combat, and you don't want that stuff getting ripped off at inopportune moments.

Form of Doom - The frightful presence (Ex) will never do anything, but you get a ton of extra attacks and some movement bonuses. It's one of the coolest powers, though not one of the best.

Suspend Life - It's a unique power that probably does have a use, but I can't think of it.

Upheaval - It's some AOE damage and control by creating difficult terrain, but at this point everyone and their grandma c



Prestige Classes

General tips first. Manifester levels are a little less precious for you than they are a full manifester, but still important. You have meaningful class abilities, but many of them at higher levels are just more raw number increases, so a better chassis and more versatile class abilities can sometime make up for them. You'd love to get a D10 HD, full BAB or better base saving throws if you could, but they aren't necessary. Just try not to take a step backwards in those areas.

Adaptive Warrior^{UP}

The Adaptive Warrior has some nice chassis improvements for you with a D10 HD, full BAB, and better reflex save, but costs some skill points. Its feat prerequisites aren't ideal and the best class features are Accelerated Combat at level 6 and Extended Memory at level 7, which comes after you've given up two manifester levels. A lot of the class is built around getting a competence bonus that isn't likely to stack with your trance bonus.

Awakened Blade^{POW}

Entry into this is awkward for most psychic warriors. They either have a choice of spending some more feats on the martial training chain to gain second level maneuvers or multiclassing and giving up three levels to gain maneuvers. The prestige class already sacrifices two manifester levels, so I'd recommend just going with the feats. You do get good abilities out of it, but the price may be too steep for some to pay. On the other hand, any psychic warrior who is using the Pathwalker archetype should pretty much **always go** for this prestige class.

Dark Tempest^{UP}

Though better for soulknives than psychic warrior, there's still little entry for psychic warriors, particularly mind knights. You lose one manifester level multi-classing into soulknife and trade 2 skill points per level for a d10HD. I can't say exactly what kind of psychic warrior goes into this, but it's unlikely to be a bad choice. You gain some powers known, and don't lose soulknife class feature or psychic warrior manifester progression.

Elocater^{UP}

I'm probably not giving this a fair shake, but you give up three manifester levels and have to take dodge, mobility, and spring attack.

Metamorph^{UP}

It's not actually that unreasonable to qualify for this, as *metamorphosis* is already high on most psychic warriors' lists for Expanded Knowledge choices. The problem is that you aren't able to learn *greater metamorphosis* or *true metamorphosis*, which limits how much this can do for you. It's still likely a solid choice if you want to go all in on that power.

Phrenic Slayer^{UP}

If you expect a lot of psionic enemies this could be a **great** choice. Without that, it can still be a **solid** one. There are many bonuses against or outright denials of mind-affecting powers. Even spells like *wish* or *miracle* can be outright negated in certain cases. It's also a mostly flat bonus to your chassis with a full BAB, d10 HD, and the same skills, swapping a better fort save for a better will save. Unfortunately, it's a pain to actually enter, and can have huge swaths of its abilities become irrelevant after a certain section of a campaign.

General Equipment and Magical Gear

The Big 6

Unless your game is using the Automatic Bonus Progression or Innate Item Bonuses from Pathfinder Unchained, Pathfinder expects you to get the Big 6 to keep your stats in line with the math. Those big 6 items are a Cloak of Resistance, a Ring of Protection, a Belt to boost your stats or a Headband to boost your stats, an Amulet of Natural armor, and magic weapons and armor. These items will always be listed as the first item in their slot, but you may not always need to get the best version of that item.

Armor/Shield

Even Psychic Warriors choosing to rely on *inertial armor* for their AC bonus should strongly consider getting at least a cheap but durable light armor that is enchanted. Don't get it for the AC bonus, but rather stack valuable special abilities that are hard to get from other sources.

Armor/Shield Special Materials

Adamantine^{CRB} - The damage reduction isn't usually enough to justify the extreme prices

Darkleaf^{UE} - The best choice for light armor if you don't want to wear a chain shirt.

Darkwood^{CRB} - The go-to early game and budget choice for an improved shield

Mithral^{CRB} - The best armor material for any character looking to improve their armor class with Dexterity as much as possible

Armor/Shield Special Abilities

(A) for armor, (S) for shield, (A/S) for armor or shield. I tried to only include **average** or better options, or options from Ultimate Psionics as they are going to be less familiar.

+1 Bonus

Arrow Catching (S)^{UE} - Can be helpful if you're a tank and regularly standing next to a more frail ally.

Bashing (S)^{UE} - This will fall off very quickly as you get more feats, but is a very nice early game pickup for shield users.

Bolstering (A)^{UE} - Improve your defenses against your target every time you damage them.

Deathless (A)^{UE} - The positive/negative energy resistance is less valuable than the 25% chance to ignore negative levels.

Defiant (A/S)^{UE} - It's defensive *bane*. .

Fortification, Light (A/S)^{UE} - 25% isn't much protection but this can easily be included in any budget

Ramming (S)^{UE} - Only better than Bashing when you don't have the Shield Slam feat and are constantly making charge attacks.

Spell Storing (A)^{UE} - This would actually be much better if the spell was cast on the wearer.

Murmuring (A/S)^{UP} - Mind-affecting isn't so bad when you're just trying to harass spellcasters, but it's still very specific in use

Quickness (A)^{UP} - You should have a mobility power

Ranged (S)^{UP} - There are cheaper and more tactically sound ways to get returning weapons.

+2 Bonus

Murmuring, Greater (A/S)^{UP} - This is just too expensive for 3-4 bleed damage each round for a couple rounds.

Power Resistance (13)^{UP} / **Spell Resistance (13)**^{UE} (A/S) - The more ways you give yourself to remove your own status effects and heal yourself, the more useful this can be. This is still a very expensive double-edged sword for player characters who want to be buffed and aided by other spellcasters. The same can be said of all the other, larger power/spell resistance special abilities.

+3 Bonus

Fortification, Moderate (A/S)^{UE} - Dramatically reduces enemy bonus damage and a +3 cost isn't that hard to fit into a budget

Ghost Touch (A/S)^{UE} - Very expensive for a niche use, especially as a class that won't be incorporeal that often and has other ways to improve their defenses when they are.

Gleaming (A)^{UP} - Constant concealment that can't be bypassed with *true seeing* is pretty powerful, and might be worth the gold even if you have powers that provide that bonus.

Vanishing (A)^{UP} - Way too expensive for 2/day and much worse *invisibility*

+4 Bonus / +5 Bonus

Fortification, Heavy (A/S)^{UE} - This is usually too expensive in gold and other bonuses to be worth it unless you really hate crits

Radiant (A/S)^{UP} - Powers known or consumable items will be a more efficient way to get this effect

Time Butress (S)^{UP} - This is very expensive, but it can be very valuable to protect yourself for an entire round from the most common dangerous effects

0-4k

Floating (A)^{UP} - If you're planning to wear heavier armors in a campaign with lots of water, this can be great

Glamered (A)^{UE} - Has a specific problem that it solves cheaply. You'll tend to make heavy use or no use of this.

Heartening (S)^{UP} - It's a more expensive *cure light wounds* potion that can be used proactively.

Jousting (A)^{UE} - Ride Checks can be hard to hit, and this is a cost efficient way to boost that check.

Landing (A)^{UP} - Pay a premium to get a worse version of a *ring of feather fall*, in exchange for freeing up one of two ring slots.

Shadow (A)^{UE} - Pay a premium over a *cloak of elvenkind* to not have to use the shoulders slot.

Rallying (A/S)^{UE} - A pretty cheap and pretty large AOE morale boost to saves against fear effects

5k-9k

Linked (A/S)^{UP} - 24-30k for party-wide, at-will *mindlink* is great.

Seeing (A)^{UP} - There's hardly a bonus to even speak of

10k-19k

Averter (A)^{UP} - By the time you're affording this, almost nothing fails the check

Ectoplasmic (A) - DR 10/magic is getting broken by a lot enemy, but it's 1k per point of DR is pretty cheap

Shadow, Improved (A)^{UE} - This is expensive, but for an opposed check, it can be great to increase this as much as possible

Manifester (S)^{UP} - 3 power points/day for one power. Blech

20-29k

Righteous/Unbound/Unrighteous/Vigilant (A)^{UE} - *Righteous might* is a hard effect to get for yourself, but you can create it in the aggregate with your powers.

Mindarmor (A/S)^{UP} - Your Will save should already be good

Wall (S)^{UP} - Big area control can be a hard thing for psychic warriors to achieve, but but this is a very expensive way to achieve it

30k-39k

Determination^{UP/UE} (A/S) - Powers that keep you alive in front of the enemy that just put you to 0 hp are always dangerous, though less so when you can manifest powers

Shadow, Greater (A)^{UE} - This is probably the point where the special abilities will be too expensive to justify

40k+

Aporter (A)^{UP} - Get yourself a dorje of *fold space*.

Etherealness (A)^{UE} - 1/day *ethereal jaunt* that lasts as long as you need can be worthwhile

Phasing (A)^{UP} - Aporter is usually going to be better and be cheaper than this.

Weapons

Weapon Special Materials

Adamantine^{CRB} - Always popular at least as a utility choice for breaking objects. Even better if you plan to focus on that.

Alchemical Silver^{CRB} - More useful for ammunition, but otherwise it's easily replaced by carrying a couple bottles of silversheen^{CRB}

Cold Iron^{CRB} - Cold Iron is probably the material you'll most often need a weapon made of to bypass damage resistance.

Deep Crystal^{UP} - Not really power point efficient bonus damage, but it is action efficient bonus damage.

Mithral^{CRB} - Unlike with armor it provides very little benefit as a weapon

Weapon Special Abilities

(M) for melee, (R) for ranged, (M/R) for armor or shield. I tried to only include **average** or better options, or options from Ultimate Psionics as they are going to be less familiar.

+1 Bonus

Agile(M)^{UP} - The alternative to not taking one of many somewhat limited melee dex-to-damage feats. More gold intense, but can be applied to the widest breadth of weapons.

Corrosive^{UE} / **Flaming**^{UE} / **Frost**^{UE} / **Shock**(M/R)^{UE} - Extra damage that risks running into energy resistances

Conserving(R)^{UE} - Will save you tons of gold and time once you start carrying special and magic ammunition as an archer

Courageous(M)^{UE} - Fear is quite bad to fail against, but you should already have a good will save.

Cruel(M/R)^{UE} - A cheap way to passively to grow the advantages gained with an intimidate build

Dissipater(M)^{UP} - An even more particular *bane* effect. Worthless unless you're fighting astral constructs.

Distance(R)^{UE} - More useful for thrown weapons than bows and crossbows.

Fatalist(M/R)^{UP} - Lets you run around applying a debuff to enemies with no save that stacks with everything and will last most of combat. Even better for ranged weapons that can more easily spread the debuff across the battlefield

Ghost Touch(M)^{UE} - When you need it, you need it.

Guardian(M/R)^{UE/UP} - Better than defending because being able to increase saving throws is more valuable than increasing AC

Keen(M)^{UE} - One of many reasonable options for any crit-fisher looking to increase their threat range

Knockout(M/R)^{UP} - Too many chances to hit the low saving throw that a target can only fail 1/day.

Invader(ammunition only)^{UP} - A way to force really dumb friends into your pyramid scheme.

Lucky(M)^{UP} - The once per day cap is just too limiting, even at the low price

Power Storing(M)^{UP} - Due to augmentation mechanics, 5 point power is generally going to be weaker than a level 3 spell

Psychokinetic(M/R)^{UP} - 1 less damage than the corrosive/flaming/frost/shock but it bypasses energy resistances.

Rebounding(M/R)^{UP} - The only reason to get this over *returning* and *teleporting* is that it's a flat cost so it might scale cheaper in price than enhancement bonus costing does.

Returning(M/R)^{UE} - Either this or *teleporting* is mandatory if you're going to be a thrown weapon specialist. *Teleporting* is better, but don't throw away a perfectly good enchantment if you get it as loot.

Scourgebane(M/R)^{UP} - Bane for off-brand mind flayers

Seaborne(M)^{UE} - Only useful if you expect to spend a large amount of time underwater, but very useful in that situation.

Seeking(R)^{UE} - Can be a massive increase to hit your target if the party

Sundering(M)^{UP} - Improved sunder isn't a great feat, but getting it as a special ability could be good.

Spell storing(M)^{UE} - Depending on who you get to store a spell in your weapon, this could potentially be a lot of damage

Teleporting(M/R)^{UP} - Strictly better than the *returning* enchantment as you are able to move after throwing your weapon. This also stacks with the Returning Throw^{UP} feat.

Vicious(M)^{UE} - You can somewhat negate the self damage with *vigor*, but even that's robbing Peter to pay Paul

+2 Bonus

Anarchic^{UE} / **Axiomatic**^{UE} / **Holy**^{UE} / **Unholy**(M/R)^{UE} - I prefer these abilities to Bane because of the much wider breadth of targets.

Challenger(M)^{UP} - Gives you a way to encourage enemies to attack you, if you're going for the intimidate build

Collision(M/R)^{UP} - Smaller upside but better average than the *X burst* abilities

Corrosive burst^{UE} / **Flaming burst**^{UE} / **Icy burst**^{UE} / **Shocking burst**(M/R)^{UE} - Same strengths/weaknesses as the +1 counterparts

Impact(M)^{UE} - The base damage increase isn't a big deal, but there could be a use for improving your bull rush check.

Lifesurge(M)^{UE} - Undead are common enough enemies and ability damage is dangerous enough that this is worth considering

Linked Striking(M/R)^{UP} - Grant yourself *bane* against whatever target you're fighting after you hit them once.

Mindcrusher(M)^{UP} - Only slightly useful, even if you're fighting psionic creatures.

Negating(M)^{UE} - Bypassing alignment damage reduction can be more difficult than material based damage reduction

Phase locking(M/R)^{UE} - The duration is very poor but every hit stopping teleportation with no save is very powerful. Even **better** on ranged weapons that can apply this to the key target from further away

Psibane(M/R)^{UP} - There are few, if any, benefits worth a negative level.

Psychokinetic burst(M/R)^{UP} - 1-3 less damage than the corrosive/flaming/frost/shock but it bypasses energy resistances and DR

Suppression(M/R)^{UP} - This is expensive, but you'll have reasonably good chances to dispel buffs on targets if you're fighting lots of equal or lower level manifesters or spellcasters.

Whistling(M/R)^{UP} - Not even than impactful, even if you do run into a bunch of manifesters

Wrenching(R)^{UP} - Unless you specialize into reposition, you aren't going to be able to take use of this at all.

+3 Bonus

Bodyfeeder(M)^{UP} - Potential for a massive amount of temp hp for any psychic warrior that's crit fishing

Dislocator(R)^{UP} - The DC is ultimately too low and the opportunity cost of such an inconsistent ability is too high.

Mindfeeder(M)^{UP} - A couple criticals each day can provide tons of power points to fuel everything you're trying to do

Psychodisruptive(M/R)^{UP} - The saving throw DC and the duration are just too small for the price, even with a ranged attack.

Soulbreaker(M)^{UP} - No save, just apply a negative level every time you hit an enemy.

Spellstealing(M)^{UE} - The DC is actually very reasonable to hit, and but you can already either imitate or have casted onto you many of the best spell effects you'll be looking to steal.

+4/+5 Bonus

Coup de Grace(M/R)^{UP} - Probably too expensive in most cases, but the increased chances to get a critical hit probably makes it okay for ranged attackers compared to melee.

Energy, greater(R)^{UP} - An ability can't be that good if you're paying this much for the option to turn it off.

Great Dislocator(R)^{UP} - 1-100 miles already wins the fight and the +3 to the saving throw isn't enough of a boost.

Second chance(R)^{UE} - A free attack reroll every single round is powerful, but this is probably too expensive

Vorpal(M)^{UE} - You shouldn't need to introduce this level of variance to win a combat.

0k - 4k

Adaptive(R)^{UE} - A mandatory pickup for any composite bow user.

Glamered(M/R)^{UE} - A little less powerful for weapons than armor as there are only so many items halberd sized.

Psicrystal setting(M/R)^{UP} - This should be a near automatic pickup if you have a psicrystal. You can't use companion stones, but can still use setting stones, and any weapon material can be charged as if it were deep crystal

10k - 19k

Dueling(M)^{UE/UP} - Bonuses to initiative are hard to come by, and even as a dexterity-based character it can be worth pumping up more for a relatively cheap cost.

Energy(R)^{UP} - Trades the trouble of bypassing damage reduction for the trouble of bypassing DR for the trouble of bypassing energy resistance.

Manifester(M/R)^{UP} - **Weapon/Ammunition**. Lets you pay 320 gold for each set of 5 power points/day. I feel obliged to mention this strategy because it's so powerful, but it feels incredibly cheesy and I wouldn't do it.

30k-39k

Psychic(M/R)^{UP} - While expensive, this should be regularly powering you to a flat +4 bonus at a comparable price, while saving you money on additional special abilities.

Slotted Psionic and Magical Items

Head

PsiCrowns^{UP}

Psi crowns use the power points stored in the crown to manifest the contained powers using your save DCs and manifester level. For psychic warriors, this means you want powers that aren't on your power list, usually ones without save DCs, and that you don't expect to be using so often you'll be constantly draining the crown of power points.

Astral Legion - This is your only way to get summoning besides expanded knowledge. It's very expensive, but also very powerful.

Discerning Watcher, Greater - All of these powers will be useful generally, and especially if you're put into the role of party scout

Evader, True - Too much to pay for *flight*.

Kinetic Control, True - All powers that aren't on the psychic warrior list, and all powers you can get occasional use out of.

Temporal Juggler, Greater - All powers that aren't on the psychic warrior list, and all powers you can get occasional use out of.

Traveler, Lesser - All powers that you want, but won't be using so often that you'll drain the psi-crown too quickly.

Crystal Masks^{UP}

Detection - Hard to ever turn down improving perception so cost-effectively.

Discernment - Sense Motive is just a little less powerful than Perception, but still good to improve as an opposed check

Dread - The biggest downside for intimidate builds is that the check is already so easy to hit that this might be wasteful

Insightful Detection 20k for 18 skill ranks in two good skills is incredible value.

Mindarmor - The insight bonus might be hard to stack, but it's a saving throw you never want to fail.

Headband

Inspired Wisdom^{CRB} - Depending on how much you use power points and/or rely on save DCs, you may be able to get away with just a +4, or at least delay getting a +6 until later. Every psywar gets it, though

Mental Prowess^{CRB} - If you really need more skill points, or really need a boost to Cha skills, this may be worth it

Mental Superiority^{CRB} - You really shouldn't need a +6 in every mental stat.

Surge crystals^{UP} - If you find yourself heavily augmenting powers, this is how you blow past your manifester limit.

Eyes/Goggles

Cowardly Cryptic's Goggles^{UP} - A kind of trapfinding, but only when you get within 10 ft.

Eyes of the Eagle^{CRB} - An always popular and evergreen low-cost item.

Eyes of the Dragon^{UE} - Blindsense can be made permanent for 15k

Lenses of Darkness^{ARG} - If you're really concerned about light sensitivity, you can negate it for 12k

Monocle of the Investigator^{UE} - These are expensive, but they provide a unique ability among spells and items. The 1/day limit is awful, but seeing into the past can be very revealing.

Third Eyes^{UP} - Reasonable options include Aware, Concentrate, Talented, and View.

Truesight Goggles^{UE} - *True seeing* is incredibly powerful, but you could have 150 scrolls of *true seeing* for what this item costs

Shoulders

Cloak of Displacement, Minor^{CRB} - Expensive, but constant *blur* can be very appealing.

Cloak of Resistance^{CRB} - Sometime between level 6 and 12, failing a saving throw gets more dangerous than hitpoint damage. Most bonuses to saving throws are pretty expensive, and the Cloak of Resistance is dirt cheap, so it's hard to get away from taking it.

Pauldrons of the Bull^{UE} - May be worth considering if you're going to build around the bull rush maneuver.

Pauldrons of the Serpent^{UE} - If you're tumbling a lot, you're going to trigger AOOs, so a bonus to AC against them is nice. The bonus against all the common combat maneuvers is also nice.

Quickchange Cloak^{UE} - This has a very specific use, but it is outrageously cheap.

Wings of Flying^{CRB} - If you want personal flight, it's probably better to go with Expanded Knowledge.

Neck

Amulet of Natural Armor^{CRB} - This is the item I find myself skipping out on the most. There are far more reasonable or situational amulet choices than what I've even listed here, and there are many ways to get natural armor bonuses.

Amulet of Mighty Fists^{CRB} - One of the biggest competitors with the Amulet of Natural Armor, if you're going the natural attack or unarmed attack route. Even if you can use powers to enhance your attacks, you can use this to add special effects. Obviously worthless if you're choosing to rely on manufactured weapons or powers.

Guardian Gorget^{UE} - There are cheaper ways to get *moderate fortification*, let alone *light fortification*. And an extra place to target *glyph of warding* isn't worth the extra cash.

Necklace of Adaptation^{UE} - Really only worth considering if you're planning extended underwater or space trips.

Scarab of Protection^{UE} - The Spell Resistance 20 isn't the real selling point on this item. Spell Resistance is a double edged sword for players, anyway. Treat this as an expensive but disposable item that automatically absorbs some of the worst effects you'll face.

Swarmbane Clasp^{UE} - Swarms can be very annoying and sometimes dangerous to deal with as a melee fighter.

Torc of Power Preservation^{UP} - If you're consistently hitting your manifester level limit with your power points, this is an extra power a day. The value of this item increases exponentially as you decrease how many power points you spend each time you manifest a power.

Chest

Mantle of Immortality^{UE} - 50k for what can effectively become +3 to Int, Wis, and Cha by playing an old geezer. A Tome of Understanding +3 costs 82,500 Gold, though doing this may get a tome thrown at your head.

Quick Runner's Shirt^{UE} - 1000 Gold for a 1/day *hustle*, but only at the end of your turn. That's quite cheap for the effect it gives, and there isn't a lot of competition in the chest slot.

Spectral Shroud^{UE} - An expensive source for see invisibility, but one of the relatively cheaper ways to get limited incorporeality.

Tunic of Careful Casting^{UE} - One of the relatively uncommon ways to get an item bonus to concentration checks.

Body

Body Wrap of Mighty Strikes^{UE} - I'm not really sure who goes natural weapons and isn't trying to get a ton of attacks each round.

Robe of Infinite Twine^{UE} - It's cheap, and there's always a use for rope on adventures.

Robe of Needles^{UE} - If you're looking for a surreptitious way to apply injury or contact poisons, this could be a good one.

Robe of Stars^{CRB} - An expensive item, but luck bonuses are rare enough that you won't run into too many stacking problems, and *plane shift* at will can be a very helpful way to get out of trouble.

Robe of Useful Items^{CRB} - On average, you're paying over 2 times the value of the items to save a ton of space and weight.

Smuggler's Collapsible Robe^{UE} - There isn't anything that works quite the way it does, but you should have many tools to get where you don't belong by the time you can afford this..

Belt

Giant Strength/Incredible Dexterity^{CRB} - Prioritize first boosting your attacks with Str or Dex over hit point increases with Con.

Physical Might^{CRB} - Typically a bonus to your attack stat and Constitution. Archers may choose to make it Str and Dex instead.

Physical Perfection^{CRB} - You can sometimes make do without a +6 to your third most important physical stat. Dex to damage psywars don't need the strength, strength based psywars might have an AC so bad that the dex doesn't matter as much, and archers might not need the extra hit points.

Wrists

- **Bracers of Archery**^{CRB} - Although a typical (if expensive) choice for archers, Psychic Warrior archers should already be getting a competence bonus to their attack rolls.

- **Bracers of Falcon's Aim**^{UE} - A strictly better and cheaper option than Bracers of archery. At worst it's cheaper *keen* for your bow.

- **Warriors bracers**^{UP} - This will typically be a +1 increase to your trance and maneuver bonuses, which is underwhelming for the price, but so are most wrist options..

Hands

Gauntlets of the Skilled Maneuver^{UE} - A relatively cheap option that will stack with any other combat maneuver bonus you have.

Gloves of the Beast^{UP} - These come in a wide variety of prices, so you can fit one into almost any budget. You'll be taking them off whenever you need to do fine manipulations, but it should be fine. You can also get them as boots.

Gloves of Calling^{UP} - Even if you have *call weapon*, this also gives you the Quick Draw feat and allows you to create the weapon of some materials that bypass DR.

Magnetist's Gloves^{UE} - A solid pickup for any character who invests a lot of feats into disarm attempts, letting you handle enemies outside of your reach.

Rings

Ring of Protection^{CRB} - Buffing your touch AC becomes increasingly difficult and valuable as the game progresses, and the fact you can wear two rings decreases its opportunity cost compared to the other Big 6.

Ring of Chameleon Power^{UE} - 10k is the going rate for a +10 to a skill, but you get to combine it with a hat of disguise so it's a little overpriced but you're putting all that into one slot.

Ring of Energy Resistance^{CRB} - You'll get more out of making *energy adaptation* a power known

Ring of Evasion^{CRB} - An expensive option, and your reflex save isn't very good, but this can save you a chunk of HP later in the game.

Ring of Feather Falling^{CRB} - It doesn't do much except for when you absolutely need it to. Gets better as vertical travel increases

Ring of Ferocious Action^{UE} - It's cheap and being staggered sucks for a class with this many swift and move actions. Possibly a **great** pick for Half-Orcs with their ferocity.

Ring of Mind Shielding^{CRB} - Has a place in any game where you're expecting espionage, deception, or having a troublesome alignment.

Ring of Strength Sapping^{UE} - That the description specifically calls out unarmed and not natural attacks is rather limiting, but it's cheap enough that you can get it when enemies will still reliably fail a DC 20 fortitude save.

Ring of Sustenance^{CRB} - It's cheap, but you could buy 6 *sustenance* tattoos for that cost and help the entire party for a day.

Ring of the Sea Strider^{UE} - A very reasonably costed item if you're doing any kind of aquatic or naval campaign

Scholar's Ring^{UE} - Your history check won't be good, but less than 9k for *legend lore* is quite good.

Feet

Boots of Elvenkind^{CRB} - A pretty common pickup at low levels if you're in need of pumping acrobatics.

Boots of the Nomad^{UP} - 10k is a bit expensive for what will usually be an out-of-combat problem solver, but it's still at-will (short distance) teleportation

Boots of Skating^{UP} - More effective and more expensive than the Boots of Striding and Springing, but less consistent.

Boots of Speed^{UP} - By the time you can afford these there will be many other ways to put *haste* or an equivalent effect on yourself

Boots of Striding and Springing^{CRB} - One of the cheapest and most consistently good base speed increases available.

Burglar Boots, Minor^{UE} - If you find yourself doing a lot of trap spotting and detection, this will go far to protect you from them.

Burglar Boots, Major^{UE} - Ten times the cost for double the effect

Gloves of the Beast^{UP} - There are some advantages in getting these as boots rather than gloves, particularly the fact that you can hold things. However I prefer using the hands slot for this item because the feet slot is a bit more competitive.

Jaunt Boots^{UE} - Though typically not very interesting, these have particular synergy with the Dervish Path maneuver, which allows you to take multiple 5 ft. steps per round.

Tremor Boots^{UE} - It's a bit expensive for 20ft. of tremorsense.

Winged Boots^{CRB} - At less than 1/3rd the cost of Wings of Flying, these are one of the most cost-effective ways to have combat-effective flight. It is slightly more limited in utility, and has no real travel benefits.

Unslotted Items

Ioun Stones

(X^{SOS} is for items from Pathfinder Chronicles: Seekers of Secrets)

Amber Spindle^{SOS} If there's a cloak you really want to have, this is an expensive way to not get a *cloak of resistance*.

Dark Blue Rhomboid (**Cracked**^{SOS}, **Normal**^{UE}): You'll already be good at these skills

Deep Red Sphere^{CRB}: 8k +2 Dex. If you want some Dex, but don't want a belt of physical perfection, this could be how you get it

Dusty Rose Prism, Cracked^{SOS}: 500 GP for a +1 to initiative

Mulberry Pentacle (**Cracked**, **Normal**)^{SOS}: Much cheaper than boosting charisma if you're bluffing in social or combat encounters.

Nacreous Gray Sphere^{SOS} - Although this is much cheaper than the *mantle of immortality*, you lose all benefit should you ever take this off.

Pale Green Prism, Cracked^{SOS} - 4k for what will be a +1 to saving throws is a little expensive, but may have some uses

Pale Ruby Trillian (**Cracked**, **Normal**)^{SOS} - A pretty cost-effective way for scouts to boost their stealth checks.

Pink and Green Sphere (**Cracked**^{SOS}, **Normal**^{CRB}) - 200 for a +1 to intimidate is solid. The 8k for a bonus to charisma is cheaper than stacking multiple enhancement scores onto a headband, but the Mulberry Pentacle is probably the better first pickup.

Pearly White Spindle^{CRB} - Given enough time and enough healing, these will make their money back compared to wands of *cure x wounds*.



Manuals & Tomes - Manuals and Tomes are generally wildly overpriced, even with Craft Wondrous Item.

Manual of Bodily Health - A +4 Tome runs you at least 105,000 gold, and gives you at most 40 hit points and a +2 to your fortitude save

Manual of Gainful Exercise - If you're still having issues hitting opponents and dealing damage with your physical attacks, this is not a cost-effective way to close the gap.

Manual of Quickness of Action - Actually a great option if you have Dex to attack and damage. Otherwise it's an absurdly expensive way to improve your defense.

Tome of Understanding - If you have worked your way to relying solely on wisdom as your attack stat, this can be a useful choice. Otherwise consider using it to top off an odd numbered ability score.

Cognizance crystals - Particularly for those in the maximum power storage range of 1-5. Keeping a few of these in your pocket can be a great way to expand your power point pool each day.

Mind stones^{UP} - Grants you an additional power known from your list if you are willing to throw down the cash. The biggest catch is that pricing is based on either the psion/wilder list or whatever it's highest level it is on any list. While this means you could get some discounts, it will often mean that you're paying a premium. As always, keep in mind that low level powers are better than low level spells.

Setting Stones^{UP} - For your Warblade Staves or weapons with the *psicrystal setting* special ability

Echo - These are the same as cognizance crystals, except it can only be used on a power you already manifested

Invigoration - Almost always going to be better than Echo stones for manifesting, at a similar price.

Kenosis - It's very expensive, but it's a medium ranged touch attack to shut down someone's magic for 1-4 rounds with no save. The more reliable your touch attack is, the better this ability becomes

Reconstruction - A cheap option to handle the sometimes tricky task of healing a construct

Warblade Staff^{UP} - Unless you are using a lot of touch range powers, you can get all of the material bonuses by getting a bastard sword with the *psicrystal setting* special ability.

Warblade Staff, Greater^{UP} - The option to do the large radius blast isn't incredible, but more than price difference.

Consumable Psionic Items

Here are some examples of the kinds of powers you want as consumable goods. This can't be a comprehensive list because what is defined as a utility power will change with your campaign.

Dorjes, Power Stones (Wands, Scrolls)

Dorjes are best used on powers that you want to be using a large number of times, but don't particularly care about needing a higher manifester level for duration/effect. Power stones are the opposite, best used for powers that you will use rarely, particularly if you need a higher manifester level to get the most out of them.

Level 1 - *astral traveller*, *elfsight*, *synesthate*

Level 2 - *body purification*, *detect hostile intent*, *everyman*, *heightened vision*, *psionic scent*, *sustenance*, *wall walker*

Level 3 - *cold of the grave*^{PA:7P}, *danger sense*, *duodimensional claw*, *ectoplasmic form*, *empathic feedback*, *escape detection*, *graft armor*, *sharpened edge*, *ubiquitous vision*

Level 4 - *ghostslayer's blade*^{PA:7P}, *inertial barrier*, *slip the bonds*, *steadfast perception*

Level 5 - *adapt body*

Tattoos (Potions)

The best use for psionic tattoos is to fill niches where potions can't. Those are personal range powers (*vigor*), powers that only psionic manifesters can do (*detect hostile intent*), or powers with effects better than equivalent spells (*concealing amorphia*).

Level 1 - *astral traveler*, *synesthate*, *vigor*,

Level 2 - *ablative armor*^{PA:C2}, *concealing amorphia*, *detect hostile intent*, *ectoplasmic charged armor*, *psionic scent*, *sustenance*, *wall walker*,

Level 3 - *biokinetic endurance*^{PA:C2}, *form astral armor*^{PA:C2}, *greater concealing amorphia*, *metamorphosis*, *physical acceleration*

Thoughts for GMs

GMs tend to, at best, get a short shrift in handbooks. Handbooks are typically written for players, and not the GMs who need a campaign that can survive encounters with the players. The least we can do is give GMs some quick advice on common issues psychic warriors can bring up. GM's should also check out the section on [general psionics concepts](#) found earlier in this guide.

Archetypes, Feats, Powers, or Prestige Classes

This is simply a section of options available to Psychic Warriors that GMs should be highly aware of. Sometimes that may mean banning the option entirely, but usually it means having an out of session conversation with a player about that option and setting ground rules.

Archetypes

Pathwalker^{POW} - As mentioned in that archetype's section, the archetype just has a massive number of moving pieces. It forces the player and/or GM to track and manage two different ability subsystems. If you can't track both resources and can't trust the player to track both, it's probably best to just ban it. If you have an experienced player you trust, it's probably fine.

Feats

Bound Sigil^{PA:F&P} - As mentioned earlier in the handbook, this lets psychic warriors completely break the resource barrier for themselves and potentially their party mates. It's probably best to just ban this.

Powers

detect hostile intent^{UP}, *scent* - This really goes for any major extrasensory abilities that work passively and can be hard to track efficiently. You probably shouldn't ban these, but work together to find a way that will make tracking them easier if your player will be making use of them.

form astral armor^{PA:C2} - If you have an Aegis in the party, it can suck that a psychic warrior gets a huge swath of their class defining ability from a level 3 power. It could also end up taking massive amounts of table time as a player hunts down customizations from multiple source books.

psychic reformation^{UP} - If you aren't limiting downtime or putting a time crunch on the characters, this can lead to a character that you'll need to relearn once every session, if not more. It can also eat up massive amounts of table time if you think the player will

make heavy use of it. Remember that psionic characters don't get to naturally swap spells like sorcerers or bards. As troublesome as it may be, its existence can be key to a player's enjoyment in using the system.

sympathetic drain^{PA:C2} - I would strongly consider banning this. It actually isn't likely to break combats or encounters. However, when it does break them, it will do so in a very unengaging way.

vigor^{UP} - Proactively applied temp HP can make it seem like your player's character is unkillable by damage, especially with the psicrystal+*share pain* combination. This is partly a Nova and partly a prep-time issue. Make psychic warriors use their resources with multiple combats and try to target them in ways besides hp damage.

Prestige Classes

Phrenic Slayer^{UP} - This is a prestige class that can have the same problems that a ranger does, but more so. Rangers get multiple favored enemies while the Phrenic slayer only gets one, and it has to be a psionic enemy. Also they have to kill that psionic enemy before a character can take levels in the class. If your player shows interest in this prestige class ahead of a game, you may need to tweak your campaign or tell them to do something else.

Source Material to familiarize yourself with

Core Rulebook/Advanced Player's Guide: Obviously.

Ultimate Combat/Ultimate Equipment: Like any martial character, Psychic Warriors will commonly be digging through these.

Ultimate Psionics (alternatively Psionics Unleashed & Psionics Expanded): This is where your player found the Psychic Warrior class and many of the key options for that class. Don't be afraid to limit your party to just this as a third party source. There's enough here.

Core mechanics they should know thoroughly

Ways to get around the power point per manifester level limit - There are a handful of feats or traits that let characters bypass psionics's first golden rule, so be keenly aware if your players have taken one of those options. Make sure they declare how they are augmenting the power and check for errors if something doesn't sound right to you, especially if they're new to playing psionic characters. Eventually you'll both get comfortable with the system.

Their Powers - Until *psychic reformation*, psychic warriors will be very limited in terms of powers known. Use that to your advantage and try to maintain a good grasp of all your psychic warrior's tools.

Which Psychic Warrior mechanics they should work to keep track of

Psionic Focus - Encourage your players to always declare when they're expending or regaining their psionic focus. It will be to everyone's benefit to have an easy to follow token or marker system for tracking psionic focus. Just try to make sure that everyone is on the same page.

Power Point expenditure - This will be harder to track, but it may be worth keeping some kind of log if you would do the same with rounds of rage or bardic performance, noting down how many a character has used. You don't need to be perfectly accurate, but this can let you double check with a player or have a rough estimate for how many daily resources their character still has.