

PSIONICS UNLEASHED

SOULKNIFE

Niveau d'Âme acérée

Niveau de manifestation

MIND BLADE ENHANCEMENT

RÉSERVE D'AMÉLIORATIONS

ENHANCEMENT BONUS

Niveau d'Âme acérée	+	Maximum +5	Coût Points
5	<input type="checkbox"/>	Defending	1
5	<input type="checkbox"/>	Distance	1
5	<input type="checkbox"/>	Feu	1
5	<input type="checkbox"/>	Froid	1
5	<input type="checkbox"/>	Ghost touch	1
5	<input type="checkbox"/>	Acéré	1
5	<input type="checkbox"/>	Chanceux	1
5	<input type="checkbox"/>	Merciful	1
5	<input type="checkbox"/>	Mighty cleaving	1
5	<input type="checkbox"/>	Psychokinetic	1
5	<input type="checkbox"/>	Foudre	1
5	<input type="checkbox"/>	Sundering	1
5	<input type="checkbox"/>	Vicious	1
7	<input type="checkbox"/>	Anarchic	2
7	<input type="checkbox"/>	Axiomatic	2
7	<input type="checkbox"/>	Collision	2
7	<input type="checkbox"/>	Feu intense	2
7	<input type="checkbox"/>	Sacré	2
7	<input type="checkbox"/>	Froid intense	2
7	<input type="checkbox"/>	Mindcrusher	2
7	<input type="checkbox"/>	Psychokinetic burst	2
7	<input type="checkbox"/>	Foudre intense	2
7	<input type="checkbox"/>	Suppression	2
7	<input type="checkbox"/>	Unholy	2
7	<input type="checkbox"/>	Wounding	2
9	<input type="checkbox"/>	Bodyfeeder	3
9	<input type="checkbox"/>	Mindfeeder	3
9	<input type="checkbox"/>	Soulbreaker	3
12	<input type="checkbox"/>	Brilliant energy	4
15	<input type="checkbox"/>	Coup de grace	5
	<input type="checkbox"/>		
	<input type="checkbox"/>		
	<input type="checkbox"/>		

PSYCHIC STRIKE

PSYCHIC STRIKE CAPACITY

Niveau d'Âme acérée

d8 = (+ 1) ÷ 4arrondi à l'inférieur

Imbuing a weapon with a psychic strike charge requires a move action, or a swift action if you lose psionic focus. Psychic strike is discharged on any attack you choose to use it, whether successful or not.

ARME EN MAIN

Manifest your mind blade as a free action, once per round. (More often when using the Multiple Throw blade skill)

MIND BLADE MASTERY

No longer need a will save to maintain your mind blade in a null psionics field. A blade still loses its enhancement bonus. Change the configuration of you mind blade as a full-round action, resetting any penalties from Fluid Form.

MIND BLADE

Blade Shape	Petit	Dégâts: Moyen	Large	Strength Multiplier	Thrown Range
<input type="checkbox"/> Light weapon	<input type="checkbox"/> Dual light weapons	1d4	1d6	1d8	20 m 4 ca
<input type="checkbox"/> One-handed weapon		1d6	1d8	2d6	15 m 3 ca
<input type="checkbox"/> Arme à deux mains		1d10	2d6	3d6	1 1/2 10 m 2 ca *

Damage type: * Requires the Two Handed Throw blade skill

☐ Piercing
☐ Slashing
☐ Bludgeoning

Changing blade shape or damage type requires a full-round action

DEGATS
Dice
d + (FOR x) + + d8 +
Strength Bonus d'amélioration
Multiplier
Psychic Strike
Divers

ATTAQUE BONUS
Bonus d'attaque de base
BBA + FOR + +
Bonus d'amélioration
Divers

Default critical range 19-20, x2

Portée Type Bonus d'attaque Dégâts Critique
m c. d + x

THROW MIND BLADE

ATTAQUE BONUS
Bonus d'attaque de base
BBA + DEX + +
Bonus d'amélioration
Divers

Default damage type Slashing

Portée Type Bonus d'attaque Dégâts Critique
m c. d + x

BLADE SKILLS

Niveau 2

Niveau 4

Niveau 6

Niveau 8

Niveau 10

Niveau 12

Niveau 14

Niveau 16

Niveau 18

Niveau 20