

PSIONICS UNLEASHED

Niveau d'Âme acérée

SOULKNIFE

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

) ÷ 4

arrondi à l'inférieur

Niveau 3

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

Niveau 5

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

MIND BLADE MASTERY

Niveau 20

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

ATTAQUE BONUS

Bonus d'attaque de base

Bonus d'amélioration Divers

BBA

+

FOR

×

+

+

DEGATS

Dice

Strength Multiplier

Bonus d'amélioration

Psychic Strike

Divers

d

+

(

FOR

×

)

+

+

d8

+

Default critical range

19-20, ×2

Portée

Type

Bonus d'attaque

Dégâts

Critique

m

cases

d

+

×

THROW MIND BLADE

ATTAQUE BONUS

Bonus d'attaque de base

Bonus d'amélioration Divers

BBA

+

DEX

+

+

Default damage type

Slashing

Portée

Type

Bonus d'attaque

Dégâts

Critique

m

cases

d

+

×

BLADE SKILLS

Niveau 2

Niveau 4

Niveau 6

Niveau 8

Niveau 10

Niveau 12

Niveau 14

Niveau 16

Niveau 18

Niveau 20