

# PSIONICS UNLEASHED

## SOULKNIFE

### MIND BLADE ENHANCEMENT

#### RÉSERVE D'AMÉLIORATIONS

Niveau d'Âme acérée

+

Niveau de manifestation

+

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:

- ☐ Piercing  
☐ Slashing  
☐ Bludgeoning

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

\* Requires the Two Handed Throw blade skill

#### DEGATS

Dice

Strength Bonus d'amélioration

Psychic Strike

Divers

d + (FOR × ) + + d8 +

#### ATTAQUE BONUS

Bonus d'attaque de base

Bonus d'amélioration

Divers

BBA + FOR + +

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