

PSIONICS UNLEASHED

SOULKNIFE

Soulknife Level

Manifester Level

MIND BLADE ENHANCEMENT

ENHANCEMENT POOL	ENHANCEMENT BONUS	Point Cost
<div><div>+</div><div>Soulknife Level</div></div>	<div><div>+</div><div>Maximum +5</div></div>	
5	<input type="checkbox"/> Defending	1
5	<input type="checkbox"/> Distance	1
5	<input type="checkbox"/> Flaming	1
5	<input type="checkbox"/> Frost	1
5	<input type="checkbox"/> Ghost touch	1
5	<input type="checkbox"/> Keen	1
5	<input type="checkbox"/> Lucky	1
5	<input type="checkbox"/> Merciful	1
5	<input type="checkbox"/> Mighty cleaving	1
5	<input type="checkbox"/> Psychokinetic	1
5	<input type="checkbox"/> Shock	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"/> Flaming burst	2
7	<input type="checkbox"/> Holy	2
7	<input type="checkbox"/> Icy burst	2
7	<input type="checkbox"/> Mindcrusher	2
7	<input type="checkbox"/> Psychokinetic burst	2
7	<input type="checkbox"/> Shocking burst	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

Soulknife Level

d8 = (+ 1) ÷ 4

(Round down)

Level 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.

QUICK DRAW

Level 5

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

MIND BLADE MASTERY

Level 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	Small	Damage: Medium	Large	Strength Multiplier	Thrown Range
<input type="checkbox"/> Light weapon	<input type="checkbox"/> Dual light weapons	1d4	1d6	1d8	20 ft 4 sq
<input type="checkbox"/> One-handed weapon		1d6	1d8	2d6	15 ft 3 sq
<input type="checkbox"/> Two-handed weapon		1d10	2d6	3d6	1½ 10 ft 2 sq *

Damage type:

☐ Piercing

☐ Slashing

☐ Bludgeoning

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

DAMAGE

Dice

Strength Multiplier

Enhancement Bonus

Psychic Strike

Misc

d + (STR ×) + + d8 +

* Requires the Two Handed Throw blade skill

ATTACK BONUS

Base Attack Bonus

Enhancement Bonus

Misc

BAB + STR + +

Default critical range 19-20, ×2

Range

Type

Attack Bonus

Damage

Critical

ft sq

d +

×

THROW MIND BLADE

ATTACK BONUS

Base Attack Bonus

Enhancement Bonus

Misc

BAB + DEX + +

Default damage type Slashing

Range

Type

Attack Bonus

Damage

Critical

ft sq

d +

×

BLADE SKILLS

Level 2
Level 4
Level 6
Level 8
Level 10
Level 12
Level 14
Level 16
Level 18
Level 20