

PSIONICS UNLEASHED

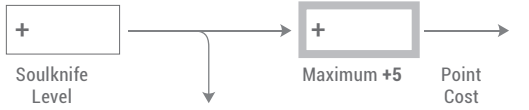
SOULKNIFE

Soulknife
Level

Manifester
Level

MIND BLADE ENHANCEMENT

ENHANCEMENT POOL



Soulknife Level			Point Cost
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

$$\boxed{\text{d8}} = \left(\boxed{} + 1 \right) \div 4 \quad (\text{Round down})$$

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	1 1/2 10 ft 2 sq *

* Requires the Two-Handed Throw blade skill

Damage type:

- ☐ Piercing
- ☐ Slashing
- ☐ Bludgeoning

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

DAMAGE

$$\text{Dice} + (\text{STR} \times \text{Strength Multiplier}) + \text{Enhancement Bonus} + \text{Psychic Strike} + \text{Misc}$$

ATTACK BONUS

$$\text{Base Attack Bonus} + \text{Enhancement Bonus} + \text{Misc}$$

Range	Type	Attack Bonus	Damage	Critical
ft	sq		d +	x

THROW MIND BLADE

ATTACK BONUS

$$\text{Base Attack Bonus} + \text{Enhancement Bonus} + \text{Misc}$$

Default damage type
Slashing

Range	Type	Attack Bonus	Damage	Critical
ft	sq		d +	x

BLADE SKILLS

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