

PSIONICS UNLEASHED

Niveau d'Âme acérée

SOULKNIFE

Niveau de manifestation

MIND BLADE ENHANCEMENT

RÉSERVE D'AMÉLIORATIONS			ENHANCEMENT BONUS		
+ <div>Niveau d'Âme acérée</div>			+ <div>Maximum +5</div> <div>Coût Points</div>		
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	Dégâts:			Strength Multiplier	Thrown Range
	Petit	Moyen	Large		
<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	1½	10 m 2 ca *

Damage type:

☐ Piercing

☐ Slashing

☐ Bludgeoning

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

DEGATS

Dice

Strength Multiplier

Bonus d'amélioration

Psychic Strike

Divers

d + (FOR ×) + + d8 +

* Requires the Two Handed Throw blade skill

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