

PSIONICS UNLEASHED

Soulknife Level

Manifester Level

Soulknife

MIND BLADE ENHANCEMENT

Enhancement Pool	Enhancement Bonus	Point Cost
<div>+</div>	<div>+</div>	
Soulknife Level	Maximum +5	
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	1 1/2 10 ft 2 sq *

Damage type:

☐ Piercing

☐ Slashing

☐ Bludgeoning

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

DAMAGE

Dice

d00

+

(

STR

×

)

+

+

+

d8

+

Strength Multiplier

Enhancement Bonus

Psychic Strike

Misc

* 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		d00 +	×

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		d00 +	×

BLADE SKILLS

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