

PSIONICS UNLEASHED

SOULKNIFE

MIND BLADE ENHANCEMENT

ENHANCEMENT POOL

ENHANCEMENT BONUS

+

Poziom Ostrza Duszy

Maximum +5

Koszt

5	<input type="checkbox"/>	Defending	1
5	<input type="checkbox"/>	Odległość	1
5	<input type="checkbox"/>	Flaming	1
5	<input type="checkbox"/>	Zimno	1
5	<input type="checkbox"/>	Ghost touch	1
5	<input type="checkbox"/>	Ostrość	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

Poziom Ostrza Duszy

k8 = (+ 1) ÷ 4 (Zaokrąglane w dół)

Poziom 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.

SZYBKIE DOBYWANIE

Poziom 5

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

MIND BLADE MASTERY

Poziom 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

Kształt Ostrza	Obrażenia: Mały Średni Duży	Strength Multiplier	Thrown Range
<input type="checkbox"/> Broń lekka <input type="checkbox"/> Dual light weapons	1k4 1k6 1k8		20 ft 4 sq
<input type="checkbox"/> One-handed weapon	1k6 1k8 2k6		15 ft 3 sq
<input type="checkbox"/> Broń dwuręczna	1k10 2k6 3k6	1½	10 ft 2 sq *

Damage type: * Requires the Two Handed Throw blade skill

☐ Piercing ☐ Slashing ☐ Bludgeoning

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

ATAK PREMIA

Bazowa Premia do Ataku BPA + S + + Inne

Obrażenia: Strength Multiplier Enhancement Bonus Psychic Strike Inne

Dice k + (S ×) + + k8 +

Default critical range 19-20, ×2

Zasięg Rodzaj Premia do ataku Obrażenia Krytyk

m cm k + ×

THROW MIND BLADE

ATAK PREMIA

Bazowa Premia do Ataku BPA + ZR + + Inne

Default damage type Slashing

Zasięg Rodzaj Premia do ataku Obrażenia Krytyk

m cm k + ×

BLADE SKILLS

Poziom 2

Poziom 4

Poziom 6

Poziom 8

Poziom 10

Poziom 12

Poziom 14

Poziom 16

Poziom 18

Poziom 20