PSion	ics	m	IFACI	Soulki	nife vel	`~			MIND E	BLADE				-
					11	Blade				Damage: Medium	Lorgo	Strength Multiplier		rown
20	LL	ιK.		Manifes	evel	Shape Light weap	on □ Dual li	aht waanan			Large	Multiplier		nge t 4 sq
	MIND	RI.Δ	DF FNI	HANCEMI	ENT			giit weapoii						•
ENHANC				ENHANCE		□ One-hande	·		1W%⊠d6		2W6			3 sq
POOL				BONUS	1	□ Zweihandw	affe		1W%¤d10					2 sq *
+)	+		Damage type: ☐ Piercing		,			* Requir		anded Th	row blade skil
Soulknife Level		,		Maximum +5	Point Cost	☐ Slashing		DAMA Dice	IGE		rength E ultiplier	Enhancement Bonus	Psychic Strike	Sonstiges
5		Defen	nding		1	☐ Bludgeoning			+(0) +			
5		Entfe	rnung		1	Changing blade s type requires a fo			+ (T × _) '		W8	-
5		Flami	ing		1	ATTACK DOL		***************************************		ì:				
5		Frost			1	Base Attack		Enhanceme	nt					
5		Ghos	t touch		1	Bonus		Bonus	Sonstiges				D ()	201
5		Keen			1	GAB	+ ST	+	+				Default o	critical range 2
5		Lucky	/		1		'		<u></u>	J.		<u></u>		↓
5		Merci	iful		1	Reichweite	Art		♦ ANG	RIFFSBON	IUS	Schaden		Kritisch
5		Might	ty cleaving		1	m	Fe					d +		×
5		Psych	Psychokinetic 1											
5		Shocl	k		1	×			ROW MI	ND BL	ADE			,
5		Sund	ering		1	ATTACK BOI	NUS			Defaul	t damage ty	/pe		
5		Vicio	us		1	Base Attack		Enhanceme	nt	Slashi	ng			
7		Anaro	chic		2	Bonus		Bonus	Sonstiges					
7		Axion	natic		2	GAB	+ GE	+	+					
7		Collis	sion		2	\ <u></u>						<u> </u>		
7		Flami	ing burst		2	Reichweite	Art		ANG	RIFFSBON	IUS	Schaden		Kritisch
7		Holy	<u> </u>		2	m	Fe					d +		×
7		lcy bu	urst		2	<u></u>								
7		Mindo	crusher		2	×			BLADE S	SKILLS				, i
7		Psvch	hokinetic bu	urst	2	Stufe								
7			king burst		2	2								
7			ression		2	Stufe								
7		Unho			2	4								
7		Woun			2									
9			feeder		3	Stufe								
9			feeder		3	6								
9			reaker		3	Stufe								
12			ant energy		4	8								
no per			gløgraback	Z	5									
			<u> </u>			Stufe								
						Stufe								
		PSV	CHIC S	TRIKE		12								
PSYCHIC	STRIE					- · · ·								
CAPACIT	TY	, L	_evel).		Stufe								
V	w ₈ =	(+ 1	L) ÷ 4	(abrunden)									
Imbuing a weapon with a psychic strike charge requires a						Stufe								
Stufe move action, or a swift action if you lose psionic focus. 3 Psychic strike is discharged on any attack you choose to						10								
use it, whether successful or not.						Stufe								
QUICK DRAW						18								
				a free action, or Iultiple Throw b		01. (
MIND BLADE MASTERY						Stufe								
No					mind blade in a									
Stufe null 20 Cha	l psionic ange the	s field. configi	A blade sti uration of y	II loses its enha	ancement bonus. as a full-round									