

PSIONICS UNLEASHED

Soulknife Level

Nivel de Manifestador

SOULKNIFE

MIND BLADE ENHANCEMENT

ENHANCEMENT RESERVA

ENHANCEMENT BONUS

Soulknife Level		Coste Puntos
5	<input type="checkbox"/> Defending	1
5	<input type="checkbox"/> Distancia	1
5	<input type="checkbox"/> Flámigera	1
5	<input type="checkbox"/> Frost	1
5	<input type="checkbox"/> Ghost touch	1
5	<input type="checkbox"/> Afilado	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"/> Golpe de gracia	5
	<input type="checkbox"/>	
	<input type="checkbox"/>	
	<input type="checkbox"/>	

PSYCHIC STRIKE

PSYCHIC STRIKE CAPACITY

Soulknife Level

d8 = (+ 1) ÷ 4 (Redondear abajo)

Nivel 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.

DESENVAINADO RÁPIDO

Nivel 5 Manifest your mind blade as a free action, once per round. (More often when using the Multiple Throw blade skill)

MIND BLADE MASTERY

Nivel 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	Medio	Large	Strength Multiplier	Thrown Range
<input type="checkbox"/> Arma ligera <input type="checkbox"/> Dual light weapons	1d4	1d6	1d8		20 ft ft 4 c
<input type="checkbox"/> One-handed weapon	1d6	1d8	2d6		15 ft ft 3 c
<input type="checkbox"/> Arma a dos manos	1d10	2d6	3d6	1½	10 ft ft 2 c *

Damage type: * Requires the Two Handed Throw blade skill

☐ Perforante
☐ Slashing
☐ Bludgeoning

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

DAMAGE
Dice
d + (FUE ×) + + d8 +
Strength Multiplier
Enhancement Bonus
Psychic Strike
Misc

ATAQUE BONUS
Bonus Ataque Base Enhancement Bonus Misc
BAB + FUE + +
Default critical range 19-20, ×2

Alcance Tipo Bonus Ataque Daño Crítico
ft c d + ×

THROW MIND BLADE

ATAQUE BONUS
Bonus Ataque Base Enhancement Bonus Misc
BAB + DES + +
Default damage type Slashing

Alcance Tipo Bonus Ataque Daño Crítico
ft c d + ×

BLADE SKILLS

Nivel 2

Nivel 4

Nivel 6

Nivel 8

Nivel 10

Nivel 12

Nivel 14

Nivel 16

Nivel 18

Nivel 20