

PSIONICS UNLEASHED

SOULKNIFE

Soulknife
Level

Manifester
Level

MIND BLADE ENHANCEMENT

ENHANCEMENT POOL

+

Soulknife
Level

ENHANCEMENT BONUS

+

Maximum +5

Point
Cost

5	<input type="checkbox"/>	Defending	1
5	<input type="checkbox"/>	Distanza	1
5	<input type="checkbox"/>	Infuocata	1
5	<input type="checkbox"/>	Gelida	1
5	<input type="checkbox"/>	Ghost touch	1
5	<input type="checkbox"/>	Affilata	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"/>	Folgorante	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"/>	Esplosione di fiamme	2
7	<input type="checkbox"/>	Holy	2
7	<input type="checkbox"/>	Esplosione di ghiaccio	2
7	<input type="checkbox"/>	Mindcrusher	2
7	<input type="checkbox"/>	Psychokinetic burst	2
7	<input type="checkbox"/>	Esplosione folgorante	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 (Arrotondato per difetto)

Livello 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

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

MIND BLADE MASTERY

Livello 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"/> 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"/> Arma a due mani	1d10	2d6	3d6	1½	10 ft 2 sq *

Damage type:

- ☐ Penetrante
- ☐ Slashing
- ☐ Bludgeoning

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

* Requires the Two Handed Throw blade skill

DAMAGE

Dice

Strength
Multiplier

Enhancement
Bonus

Psychic
Strike

Altro

d + (FOR ×) + + d8 +

ATTACK BONUS

Base Attack
Bonus

Enhancement
Bonus

Altro

BaB

+ FOR +

+ +

Default critical range
19-20, ×2

Gittata

Tipo

BONUS d'ATTACCO

Danno

Critico

m

q

THROW MIND BLADE

ATTACK BONUS

Base Attack
Bonus

Enhancement
Bonus

Altro

BaB

+ DES +

+ +

Default damage type
Slashing

Gittata

Tipo

BONUS d'ATTACCO

Danno

Critico

m

q

BLADE SKILLS

Livello

2

Livello

4

Livello

6

Livello

8

Livello

10

Livello

12

Livello

14

Livello

16

Livello

18

Livello

20