

PSIONICS UNLEASHED

Soulknife Level

Nivel de Manifestador

SOULKNIFE

MIND BLADE ENHANCEMENT

ENHANCEMENT RESERVA

ENHANCEMENT BONUS

Soulknife Level			Máximo +5	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	1 1/2 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 x) + + d8 +
Strength Multiplier
Enhancement Bonus
Psychic Strike
Misc

ATAQUE BONUS
Bonus Ataque Base Enhancement Bonus Misc
BAB + FUE + +
Default critical range 19-20, x2

Alcance Tipo Bon de Ataque Daño Crítico
' c d + x

THROW MIND BLADE

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

Alcance Tipo Bon de Ataque Daño Crítico
' c d + x

BLADE SKILLS

Nivel 2

Nivel 4

Nivel 6

Nivel 8

Nivel 10

Nivel 12

Nivel 14

Nivel 16

Nivel 18

Nivel 20