

PSIONICS UNLEASHED

Soulknife Level

Psychische Stufe

SOULKNIFE

MIND BLADE ENHANCEMENT

ENHANCEMENT POOL	ENHANCEMENT BONUS	Point Cost
<div><div>+</div><div>Soulknife Level</div></div>	<div><div>+</div><div>Maximum +5</div></div>	
5	<input type="checkbox"/> Defending	1
5	<input type="checkbox"/> Entfernung	1
5	<input type="checkbox"/> Flaming	1
5	<input type="checkbox"/> Frost	1
5	<input type="checkbox"/> Ghost touch	1
5	<input type="checkbox"/> Keen	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

Soulknife Level

W8

=

(

+ 1

) ÷ 4

(abrunden)

Stufe 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

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

MIND BLADE MASTERY

Stufe 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	Damage: Medium	Large	Strength Multiplier	Thrown Range
<input type="checkbox"/> Light weapon	<input type="checkbox"/> Dual light weapons	1d4	1d6	1W8	20 ft 4 sq
<input type="checkbox"/> One-handed weapon		1d6	1W8	2W6	15 ft 3 sq
<input type="checkbox"/> Zweihandwaffe		1d10	2W6	3d6	1½ 10 ft 2 sq *

Damage type:
☐ Piercing
☐ Slashing
☐ Bludgeoning

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

DAMAGE

Dice

Strength Multiplier

Enhancement Bonus

Psychic Strike

Sonstiges

d + (ST ×) + + W8 +

* Requires the Two Handed Throw blade skill

Default critical range 19-20, ×2

Reichweite

Art

ANGRIFFSBONUS

Schaden

Kritisch

m

Fe

d +

×

THROW MIND BLADE

Default damage type Slashing

Reichweite

Art

ANGRIFFSBONUS

Schaden

Kritisch

m

Fe

d +

×

BLADE SKILLS

Stufe 2	
Stufe 4	
Stufe 6	
Stufe 8	
Stufe 10	
Stufe 12	
Stufe 14	
Stufe 16	
Stufe 18	
Stufe 20	