

PSIONICS UNLEASHED

SOULKNIFE

Seelenmesser Stufe

Psychische Stufe

MIND BLADE ENHANCEMENT

ENHANCEMENT POOL

+

Seelenmesser Stufe

ENHANCEMENT BONUS

+

Maximum +5

Punkt Kosten

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"/>	Geschärft	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

Seelenmesser Stufe

$$W8 = \left(\frac{\text{Seelenmesser Stufe} + 1}{4} \right) \div 4 \quad (\text{abrunden})$$

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.

SCHNELLE WAFFENBEREITSCHAFT

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	Schaden:			Strength Multiplier	Thrown Range
	Klein	Mittel	Groß		
<input type="checkbox"/> Light weapon <input type="checkbox"/> Dual light weapons	1d4	1w6	1W8		20 ft 4 sq
<input type="checkbox"/> One-handed weapon	1w6	1W8	2W6		15 ft 3 sq
<input type="checkbox"/> Zweihandwaffe	1w10	2W6	3w6	1½	10 ft 2 sq *

Damage type:

- ☐ Piercing
- ☐ Slashing
- ☐ Bludgeoning

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

* Requires the Two Handed Throw blade skill

SCHADEN

Dice Strength Multiplier Enhancement Bonus Psychic Strike Sonstiges

$$W + (ST \times \text{Strength Multiplier}) + \text{Enhancement Bonus} + \text{Psychic Strike} + W8 + \text{Sonstiges}$$

ANGRIFF BONUS

Base Attack Bonus

Enhancement Bonus Sonstiges

$$GAB + ST + \text{Enhancement Bonus} + \text{Sonstiges}$$

Default critical range 19-20, x2

Reichweite	Art	Angriffsbonus	Schaden	Kritisch
m	Fe		W +	x

THROW MIND BLADE

Reichweite	Art	Angriffsbonus	Schaden	Kritisch
m	Fe		W +	x

BLADE SKILLS

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