

PSIONICS UNLEASHED

SOULKNIFE

Nivel de Cuchillo del Alma

Nivel de Manifestador

MIND BLADE ENHANCEMENT

ENHANCEMENT RESERVA

ENHANCEMENT BONUS



5	<input type="checkbox"/>	Defending	1
5	<input type="checkbox"/>	Distancia	1
5	<input type="checkbox"/>	Flámigera	1
5	<input type="checkbox"/>	Congeladora	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"/>	Hendedura Poderosa	1
5	<input type="checkbox"/>	Psychokinetic	1
5	<input type="checkbox"/>	Electrizante	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"/>	Colisión	2
7	<input type="checkbox"/>	Explosiva Ígnea	2
7	<input type="checkbox"/>	Holy	2
7	<input type="checkbox"/>	Explosiva Gélida	2
7	<input type="checkbox"/>	Mindcrusher	2
7	<input type="checkbox"/>	Psychokinetic burst	2
7	<input type="checkbox"/>	Explosiva Electrizzante	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"/>		
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PSYCHIC STRIKE

PSYCHIC STRIKE CAPACITY

Nivel de Cuchillo del Alma

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

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Strength Multiplier

Enhancement Bonus

Psychic Strike

Misc

ATAQUE BONUS

Bonus Ataque Base

Enhancement Bonus

Misc

BAB

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FUE

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Alcance

Tipo

Bon de Ataque

Daño

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Default critical range 19-20, ×2

THROW MIND BLADE

ATAQUE BONUS

Bonus Ataque Base

Enhancement Bonus

Misc

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Alcance

Tipo

Bon de Ataque

Daño

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Crítico

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Default damage type Slashing

BLADE SKILLS

Nivel 2

Nivel 4

Nivel 6

Nivel 8

Nivel 10

Nivel 12

Nivel 14

Nivel 16

Nivel 18

Nivel 20