

PSIONICS UNLEASHED

Livello da Soulknife

Livello psionico

SOULKNIFE

MIND BLADE ENHANCEMENT

ENHANCEMENT POOL

ENHANCEMENT BONUS

<div>+</div>		<div>+</div>	Maximum +5	Costo Punto
Livello da Soulknife				
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"/>	Fortunato		1
5	<input type="checkbox"/>	Merciful		1
5	<input type="checkbox"/>	Mighty cleaving		1
5	<input type="checkbox"/>	Psicocinetico		1
5	<input type="checkbox"/>	Folgorante		1
5	<input type="checkbox"/>	Scissione		1
5	<input type="checkbox"/>	Scorretto		1
7	<input type="checkbox"/>	Anarchic		2
7	<input type="checkbox"/>	Axiomatic		2
7	<input type="checkbox"/>	Collisione		2
7	<input type="checkbox"/>	Espl. fiamme		2
7	<input type="checkbox"/>	Holy		2
7	<input type="checkbox"/>	E. ghiaccio		2
7	<input type="checkbox"/>	Mindcrusher		2
7	<input type="checkbox"/>	Esplosione psicocinetica		2
7	<input type="checkbox"/>	Espl. folgor.		2
7	<input type="checkbox"/>	Soppressione		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"/>			

COLPO PSICHICO

COLPO PSICHICO CAPACITÀ

Livello da Soulknife

d8

=

(

+ 1

) ÷ 4

(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.

ESTRAZIONE RAPIDA

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	Piccola	Danno: Medio	Grande	Multiplic. Forza	Thrown Range
<input type="checkbox"/> Light weapon <input type="checkbox"/> Dual light weapons	1d4	1d6	1d8		20 m 4 q
<input type="checkbox"/> One-handed weapon	1d6	1d8	2d6		15 m 3 q
<input type="checkbox"/> Arma a due mani	1d10	2d6	3d6	1½	10 m 2 q *

Damage type: * Requires the Two Handed Throw blade skill

- ☐ Penetrante
☐ Slashing
☐ Bludgeoning

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

ATTACCO BONUS

Attacco Base Bonus Enhancement Bonus Altro

BAB + FOR + +

DANNO

Dice Multiplic. Forza Enhancement Bonus Psychic Strike Altro

d + (FOR ×) + + d8 +

Default critical range 19-20, ×2

Gittata Tipo Bonus di attacco Danno Critico

m q

d +

×

THROW MIND BLADE

ATTACCO BONUS

Attacco Base Bonus Enhancement Bonus Altro

BAB + DES + +

Default damage type Slashing

Gittata Tipo Bonus di attacco Danno Critico

m q

d +

×

BLADE SKILLS

Livello 2

Livello 4

Livello 6

Livello 8

Livello 10

Livello 12

Livello 14

Livello 16

Livello 18

Livello 20