PSIONICS UNLEASHED
SOULKNIFE

Nivel de Cuchillo del Alma

Nivel de Manifestador

MIND BLADE ENHANCEMENT

ENHANCEMENT RESERVA

ENHANCEMENT BONUS

+

+

Nivel de Cuchillo del Alma

Máximo **+5**

Coste Puntos

Nivel		Enhancement	Coste
5	☐	Defending	1
5	☐	Distancia	1
5	☐	Flámigera	1
5	☐	Congeladora	1
5	☐	Ghost touch	1
5	☐	Afilado	1
5	☐	Lucky	1
5	☐	Merciful	1
5	☐	Hendedura Poderosa	1
5	☐	Psychokinetic	1
5	☐	Electrizante	1
5	☐	Sundering	1
5	☐	Vicious	1
7	☐	Anarchic	2
7	☐	Axiomatic	2
7	☐	Colisión	2
7	☐	Explosiva Ígnea	2
7	☐	Holy	2
7	☐	Explosiva Gélida	2
7	☐	Mindcrusher	2
7	☐	Psychokinetic burst	2
7	☐	Explosiva Electrizante	2
7	☐	Suppression	2
7	☐	Unholy	2
7	☐	Wounding	2
9	☐	Bodyfeeder	3
9	☐	Mindfeeder	3
9	☐	Soulbreaker	3
12	☐	Brilliant energy	4
15	☐	Golpe de gracia	5
	☐		
	☐		
	☐		

PSYCHIC STRIKE

PSYCHIC STRIKE CAPACITY

☐ **d8** = (_____ + 1) ÷ 4   Nivel de Cuchillo del Alma   (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
☐ Arma ligera	☐ Dual light weapons	1d4	1d6	1d8		20 ft 4 c
☐ One-handed weapon		1d6	1d8	2d6		15 ft 3 c
☐ Arma a dos manos		1d10	2d6	3d6	1½	10 ft 2 c *

Damage type:
☐ Perforante
☐ Slashing
☐ Bludgeoning

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

* Requires the Two Handed Throw blade skill

DAÑO

Dice

d + (**FUE** × _____) + _____ + **d8** +

Strength Multiplier   Enhancement Bonus   Psychic Strike   Misc

ATAQUE BONUS

Bonus Ataque Base

BAB + **FUE** + _____ + _____

Enhancement Bonus   Misc

Default critical range **19-20, ×2**

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

THROW MIND BLADE

Default damage type **Slashing**

ATAQUE BONUS

Bonus Ataque Base

BAB + **DES** + _____ + _____

Enhancement Bonus   Misc

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

BLADE SKILLS

Nivel 2 _____

Nivel 4 _____

Nivel 6 _____

Nivel 8 _____

Nivel 10 _____

Nivel 12 _____

Nivel 14 _____

Nivel 16 _____

Nivel 18 _____

Nivel 20 _____