

PSIONICS UNLEASHED

SOULKNIFE

Poziom
Ostrza Duszy

Poziom
Manifestującego

MIND BLADE ENHANCEMENT

ENHANCEMENT
POOL

ENHANCEMENT
BONUS



5	<input type="checkbox"/>	Defending	1
5	<input type="checkbox"/>	Odległość	1
5	<input type="checkbox"/>	Flaming	1
5	<input type="checkbox"/>	Zimno	1
5	<input type="checkbox"/>	Ghost touch	1
5	<input type="checkbox"/>	Ostrość	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

Poziom
Ostrza Duszy

k8

=

(

+ 1

) ÷ 4

(Zaokrąglane w dół)

Poziom
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.

SZYBKIE DOBYWANIE

Poziom
5

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

MIND BLADE MASTERY

Poziom
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	Obrażenia:			Strength Multiplier	Thrown Range
	Small	Średnie	Large		
<input type="checkbox"/> Broń lekka <input type="checkbox"/> Dual light weapons	1k4	1k6	1k8		20 ft 4 sq
<input type="checkbox"/> One-handed weapon	1k6	1k8	2k6		15 ft 3 sq
<input type="checkbox"/> Broń dwuręczna	1k10	2k6	3k6	1½	10 ft 2 sq *

Damage type:

* Requires the Two Handed Throw blade skill

☐ Piercing
☐ Slashing
☐ Bludgeoning

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

DAMAGE

Dice

d

+

(

S

×

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+

+

+

k8

+

Strength Multiplier

Enhancement Bonus

Psychic Strike

Inne

ATAK PREMIA

Base Attack Bonus

Enhancement Bonus

Inne

BPA

+

S

+

+

Default critical range 19-20, ×2

Zasięg Rodzaj Premia do ataku Obrażenia Krytyk

m cm d + ×

THROW MIND BLADE

ATAK PREMIA

Base Attack Bonus

Enhancement Bonus

Inne

BPA

+

ZR

+

+

Default damage type Slashing

Zasięg Rodzaj Premia do ataku Obrażenia Krytyk

m cm d + ×

BLADE SKILLS

Poziom
2

Poziom
4

Poziom
6

Poziom
8

Poziom
10

Poziom
12

Poziom
14

Poziom
16

Poziom
18

Poziom
20