SOULKNIFE

Psionische Stufe

MIND BLADE ENHANCEMENT

MIND BLADE SPECIAL ABILITY POINTS

+

Special Ability	Point Cost
☐ Defending	1
☐ Geschärft	1
☐ Lucky	1
☐ Mighty Cleaving	1
☐ Psychokinetic	1
☐ Sundering	1
☐ Vicious	1
☐ Collision	2
☐ Mindcrusher	2
☐ Psychokinetic Burst	2
☐ Suppression	2
☐ Wounding	2
☐ Body Feeder	3
☐ Mind Feeder	3
☐ Soul Breaker	3
☐	
☐	
☐	
☐	
☐	

MIND BLADE

MIND BLADE BONUS Seelenmesser Stufe

= ÷ 4 (abrunden)

Base Attack Bonus + Mind Blade Bonus + ST + Sonst.

On entering an anti-psionic area, pass a Will Save (DC 20) to keep your mind blade active for this duration:

MIND BLADE DAUER Seelenmesser Stufe

Runden =

Default Critical Range: 19-20

Reichweite	Art	Angriffsbonus	Schaden	Kritischer Treffer
m	Fe		+	× 2

Seelenmesser Stufe	Blade Shape	Mind Blade Bonus Adjustment	Schaden: Klein	Mittel	Groß
1	Shortsword		1d3	1w6	1W8
5	Langschwert		1d4	1W8	2W6
5	Bastard Sword *		1w6	1w10	2W8
5	2 x Kurzschwert	-1	1d3	1w6	1W8

* When using the mind blade in the shape of a Bastard Sword as a two-handed weapon, STR bonus to attack is multiplied by 1½.

The damage type for a mind blade is **Slashing** unless altered.

Mind Blade Bonus + Psychic Strike Charge

Ab Stufe 3:

PSYCHIC STRIKE CAPACITY Seelenmesser Stufe

= (+ 1) ÷ 4

THROW MIND BLADE

Ab Stufe 2:

Base Attack Bonus + Mind Blade Bonus + GE + Sonst.

The damage type for a thrown mind blade is **Slashing** unless altered.

The default range increment of a thrown mind blade is **30 ft / 6 sq**.

Reichweite	Art	Angriffsbonus	Schaden	Kritischer Treffer
m	Fe		+	× 2

DORJES

LADUNGEN #

LADUNGEN #

LADUNGEN #

LADUNGEN #

LADUNGEN #

Machtsteine

TÄTOWIERUNGEN

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20