

Livello  
psionico

Livello  
Bonus

+

Special Ability	Point Cost
<input type="checkbox"/> Defending	1
<input type="checkbox"/> Affilata	1
<input type="checkbox"/> Fortunato	1
<input type="checkbox"/> Mighty Cleaving	1
<input type="checkbox"/> Psicocinetico	1
<input type="checkbox"/> Scissione	1
<input type="checkbox"/> Scorretto	1
<input type="checkbox"/> Collisione	2
<input type="checkbox"/> Mindcrusher	2
<input type="checkbox"/> Psychokinetic Burst	2
<input type="checkbox"/> Soppressione	2
<input type="checkbox"/> Wounding	2
<input type="checkbox"/> Body Feeder	3
<input type="checkbox"/> Mind Feeder	3
<input type="checkbox"/> Soul Breaker	3



















































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

**MIND BLADE** Livello  
**DURATION** da Soulknife

$$\boxed{r} = \underline{\hspace{2cm}}$$

**COLPO PSICHICO** Livello  
**CAPACITY** da Soulknife

$$\boxed{\phantom{00}} = (\phantom{00} + 1) \div 4 \quad (\text{per difetto})$$

CARICHE                                                    

VARICHE # ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐

CARICHE		#

[illegible]

CARICHE #

Livello da Soulknife	Blade Shape	Mind Blade Penalty	Moltiplic. Forza	Piccola	Danno: Medio	Grande
<b>1</b>	<input type="checkbox"/> Spada corta			<b>1d4</b>	<b>1d6</b>	<b>1d8</b>
	<input type="checkbox"/> Spada lunga			<b>1d6</b>	<b>1d8</b>	<b>2d6</b>
	<input type="checkbox"/> Spada Bastarda		<b>1<sup>1/2</sup></b>	<b>1d8</b>	<b>1d10</b>	<b>2d8</b>
<b>5</b>	<input type="checkbox"/> 2 x Spada Corta	<b>1</b>		<b>1d4</b>	<b>1d6</b>	<b>1d8</b>
	<input type="checkbox"/>					
	<input type="checkbox"/>					

**MIND BLADE BONUS**

Livello da Soulknife

Penalty

$$\boxed{\phantom{00}} = \left( \frac{\phantom{00}}{4} \right) - \phantom{00}$$

**ATTACCO BONUS**

Attacco Base Bonus

Mind Blade Bonus

Multiplic. Forza

Varie

$$\boxed{\phantom{00}} + \phantom{00} + \left( \text{FOR} \times \phantom{00} \right) + \phantom{00}$$

**DAMAGE ROLL**

**DANNO BONUS**

Mind Blade Bonus

Psychic Strike Charge

$$\boxed{\phantom{00}} + \phantom{00}$$

Gittata

Tipo

Bonus di attacco

Danno

Critico

m q

d +

x

<b>ATTACCO BONUS</b> Attacco Base Bonus      Mind Blade Bonus      Varie		Default damage type <b>Slashing</b> Default critical range <b>19-20, × 2</b> Default range increment <b>9m / 6q.</b>		
<div style="border: 1px dashed black; width: 100px; height: 30px; margin-bottom: 5px;"></div> <div style="display: flex; align-items: center; justify-content: space-between;"> <span>+</span> <span>_____</span> <span>+</span> <span style="color: #8B4513;"><b>DES</b></span> <span>+</span> <span>_____</span> </div>				
Gittata	Tipo	Bonus di attacco	Danno	Critico
m      q		<div style="border: 1px solid black; width: 150px; height: 30px; margin-bottom: 5px;"></div>	<div style="border: 1px solid black; width: 100px; height: 30px; display: flex; align-items: center; justify-content: center; font-size: 1.2em;">d +</div>	<div style="border: 1px solid black; width: 100px; height: 30px; display: flex; align-items: center; justify-content: center; font-size: 1.2em;">×</div>

## TATUAGGI

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