

## MIND BLADE ENHANCEMENT

ENHANCEMENT  
POOL

+

Poziom  
Ostrza DuszyENHANCEMENT  
BONUS

+

Maximum +5 Koszt

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  
CAPACITYPoziom  
Ostrza Duszy $k8 = \left( \frac{\text{Poziom} + 1}{4} \right) \div 4$  (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:

- ☐ Piercing  
☐ Slashing  
☐ Bludgeoning

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

## DAMAGE

Dice Strength Multiplier Enhancement Bonus Psychic Strike Inne

d + ( S × ) + + k8 +

Strength Multiplier

Enhancement Bonus

Psychic Strike

Inne

Strength Multiplier

Enhancement Bonus

Psychic Strike

Inne

## ATAK PREMIA

Base Attack Bonus

Enhancement Bonus

Inne

BPA

+

S

+

+

Inne

Zasięg

Rodzaj

Premia do ataku

Obrażenia

Krytyk

m

cm

d

+

×

## THROW MIND BLADE

## ATAK PREMIA

Base Attack Bonus

Enhancement Bonus

Inne

BPA

+

ZR

+

+

Inne

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