

Seelenmesser Stufe

Psychische Stufe

PSIONICS UNLEASHED

SOULKNIFE

MIND BLADE ENHANCEMENT

ENHANCEMENT POOL

ENHANCEMENT BONUS

Seelenmesser Stufe			Maximum +5	Punkt Kosten
5	<input type="checkbox"/>	Defending		1
5	<input type="checkbox"/>	Entfernung		1
5	<input type="checkbox"/>	Flaming		1
5	<input type="checkbox"/>	Frost		1
5	<input type="checkbox"/>	Ghost touch		1
5	<input type="checkbox"/>	Geschärft		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

Seelenmesser Stufe

W8

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(

+ 1

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(abrunden)

Stufe 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.

SCHNELLE WAFFENBEREITSCHAFT

Stufe 5 Manifest your mind blade as a free action, once per round. (More often when using the Multiple Throw blade skill)

MIND BLADE MASTERY

Stufe 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	Schaden:			Strength Multiplier	Thrown Range
	Klein	Mittel	Groß		
<input type="checkbox"/> Light weapon <input type="checkbox"/> Dual light weapons	1d4	1w6	1W8		20 ft 4 sq
<input type="checkbox"/> One-handed weapon	1w6	1W8	2W6		15 ft 3 sq
<input type="checkbox"/> Zweihandwaffe	1w10	2W6	3W6	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

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+

+

+

W8

+

Strength Multiplier

Enhancement Bonus

Psychic Strike

Sonst.

ANGRIFF

BONUS

Base Attack Bonus

Enhancement Bonus

Sonst.

GAB

+

ST

+

+

Default critical range 19-20, ×2

Reichweite

Art

Angriffsbonus

Schaden

Kritischer Treffer

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Fe

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+

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THROW MIND BLADE

ANGRIFF

BONUS

Base Attack Bonus

Enhancement Bonus

Sonst.

GAB

+

GE

+

+

Default damage type Slashing

Reichweite

Art

Angriffsbonus

Schaden

Kritischer Treffer

m

Fe

d

+

×

BLADE SKILLS

Stufe 2

Stufe 4

Stufe 6

Stufe 8

Stufe 10

Stufe 12

Stufe 14

Stufe 16

Stufe 18

Stufe 20