

# The Soulknife

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Based on the 3rd Edition *Dungeons & Dragons* class.

## Class Features

**As a soulknife you gain the following class features:**

### Wound & Vitality Points

**Base Wound Points:** 5+Constitution

**Wound Points at Higher Levels:** +3+Constitution

**Base Vitality Points:** 3

**Vitality Points at Higher Levels:** +2

### Proficiencies & Skills

- **Weapons:** You are proficient with all simple weapons.
- **Armor:** You can wear armor up to a mail shirt, and use shields (but not tower shields).
- **Skills:** Psionics. Choose three more skills.

### Saving Throws

At 1st-level you gain a +1 bonus to your Reflex and Will saving throws. At 5th-level this bonus increases to +2.

### Equipment

You start with leather armor, a simple weapon of your choice (and 20 arrows or bolts if it is a ranged weapon that uses ammunition), and 3d6 sp. Choose your gear:

- Dungeoneer's pack
- Explorer's pack

## Mind Blade

As a Swift Action you can conjure a blade of psychic energy. Treat it as a light weapon that inflicts 1d6 piercing damage. At 3rd-level it inflicts 1d8 piercing damage.

## Power Points

You have a pool of Power Points equal to your soulknife level plus your Intelligence (minimum of 1). When you take a Short Rest, set them to your maximum. Some talents require Power Points to use, others only work as long as you have at least 1 Power Point remaining.

## Psionic Bonus

At 1st-level you gain a +1 bonus to attack and damage rolls when using your psionic powers (this includes your Mind Blade). If a psionic power allows a saving throw, the DC is increased by 1.

At 5th-level the bonus increases to +2, and your saving throw DCs are instead increased by 2.

## Psychic Strike

As a Swift Action you can imbue your mind blade with destructive psychic energy. The next creature you strike with it suffers an additional 1d6 damage. This charge remains for 1 round per soulknife level or until discharged.

At 5th-level, the damage is increased to 2d6.

## Talents

Choose one soulknife talent you qualify for.

## The Soulknife

Level	WP	VP	Power Points	Class Features
1	5+Con	3	INT+1	Mind Blade (1d6), Psychic Strike (1d6), Psionic Bonus +1, Talent
2	+3+Con	+2	INT+2	Talent
3	+3+Con	+2	INT+3	Mind Blade (1d8)
4	+3+Con	+2	INT+4	Talent
5	+3+Con	+2	INT+5	Psionic Bonus +2, Psychic Strike (2d6)

# Soulknife Talents

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Here are some things you'll need to know about soulknife talents.

**Disciplines:** Most soulknife talents are considered psionic disciplines. They otherwise follow the same rules for using talents..

**Saving Throws:** When a soulknife talent calls for a saving throw, the DC is 10+Intelligence+any other bonuses you might have (such as from Psionic Bonus).

## Bodyfeeder

As long as you have at least 1 Power Point, when you slay a living creature you gain temporary Vitality Points equal to your Intelligence (minimum of 1).

**1 Power Point:** When you successfully hit a living creature, you gain temporary Vitality Points equal to the amount of damage inflicted by your Mind Blade (but not Psychic Strike).

## Combat Prescience

As long as you have at least 1 Power Point, while your mind blade is manifested you gain a +1 bonus to Armor Class.

**1 Power Point:** When an enemy attacks you with a melee or ranged weapon, as a Reaction you can force them to make the attack roll twice and use the lower result.

## Keen Mind Blade

As long as you have at least 1 Power Point, your mindblade scores critical hits on a 19-20.

**1 Power Point:** When you make an attack with your mind blade, you can roll twice and use the higher result.

## Mindcrusher

**Power Point:** 1

You charge your Mind Blade with psionic energy. It lasts for 1 round per soulknife level, or until you successful damage a creature with it. If you successfully hit a creature while it is charged, the attack ignores the target's armor and they must succeed on a Will save or be Dazed until the start of your next turn.

## Piercing Blade

As long as you have at least 1 Power Point, your Mind Blade gains Armor Piercing 2.

## Psychokinetic Blade

As long as you have at least 1 Power Point, when you hit a creature that is your size or smaller with your mind blade, if the total attack roll is 20 or higher they must succeed on a Fortitude save or be knocked prone.

**1 Power Point:** The creature can be up to Large size. In addition, if your attack roll is high enough to trigger the talent the target is automatically knocked prone. If not, then as long as the target was struck they must still attempt a Fortitude save.

## Speed of Thought

As long as you have at least 1 Power Point, your Speed is increased by 10 feet.

**1 Power Point:** As a Swift Action you move up to your Speed.

## Throw Mind Blade

You can throw your mind blade up to 30 feet away. It uses your Intelligence for the attack and damage roll. Whether it hits or misses the blade then dissipates: you must use a Swift Action to conjure it again.

**1 Power Point:** For 1 round per soulknife level, the distance you can throw your Mind Blade is increased to 100 feet.

# The Soulknife

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- **Base Wound Points:** 5+Constitution
- **Wound Points at Higher Levels:** +3+Constitution
- **Base Vitality Points:** 3
- **Vitality Points at Higher Levels:** +2

## Proficiencies & Skills

- **Weapons:** You are proficient with all simple weapons
- **Armor:** You can wear armor up to a mail shirt, and use shields (but not tower shields).
- **Skills:** Psionics. Choose three more skills.

### Class Features

All of these are gained at 1st-level:

- **Saving Throw Bonus:** You gain a +1 bonus to Reflex and Will saves.
- **Mind Blade:** As a Swift Action you can conjure a blade of psychic energy. Treat it as a light weapon that inflicts 1d6 piercing damage.
- **Psychic Strike:** As a Swift Action you can imbue your mind

### SOULKNIFE AT HIGHER LEVELS

Remember that at each level your maximum Power Points are increased by 1.

- **2nd-Level:** Choose a battlemind talent.
- **3rd-Level:** Living Weapon damage is increased to 1d8, choose a battlemind talent.
- **4th-Level:** Your Attack Bonus is increased to +2.
- **5th-Level:** Psychic Strike instead deals an additional 2d6 damage.

### SOULKNIFE TALENTS