

PHRENIC POWER

PHRENIC  
SHARDS

by Andreas Rönnqvist

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# PHRENIC SHARDS

**Author:** Andreas Rönnqvist

**Editor:** Jeremy Smith

**Design / Layout:** Jeremy Smith

**Interior Illustrations:** Aaron Henson, Michael Hammes, V. Shane

**Cover Illustration:** Steven Trustrum

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## PHRENIC SHARDS

### INTRODUCTION

Welcome to *Phrenic Shards*, the first in Dreamscarred Press's line of 4E compatible material, *Phrenic Power*. We've chosen to explore a new (and somewhat unique) power source, phrenic power, and this new product line is named after it. Under this product line, you will find concepts and ideas that draw on the phrenic power source and expand them into the 4E mechanics. Some products will be very focused and specific, while others, like this one, will be open and broad in how they are written.

### THE PHRENIC POWER SOURCE

#### EXPLORED

Where some heroes draw their power from the magical energy that permeates the cosmos, the gods, or even from intense physical training, there are those that draw on the strength of their psyche and emotions. The phrenic power source represents the power inherent in all sentient beings, the ability to draw forth the spark of life, that inner fire which gives strength to convictions. In some, it takes the form of extreme dedication, unusual courage, or an unbreakable discipline. But in others, it takes

on physical form. Their font of power is so great that they can manipulate the world around them by using it. This is the phrenic power source.

### SHARD FEATS

All base shard effects remains in effect until you cancel them, are knocked unconscious, take an extended rest, sleep, or are reduced to 0 or fewer hit points.

Feats marked with an asterisk (\*) are new feats presented here.

#### ACID BLAST

*Your shard is touched by the vitriol and hate you hold for your enemies, allowing it to cling to them as if it was acid, burning through them as your emotions burn through you.*

**Prerequisites:** Blast Shard\*

**Benefit:** When using your blast shard, at your option, it gains the Acid keyword and instead deals 1d4 acid damage, and ongoing 5 acid damage (save ends). Attack: Dex vs Reflex.

#### AS ONE

*Your intense physical training regimes have combined with your powerful phrenic abilities to allow you to use the weapon shard and your*

### DESIGNER'S NOTES: SHARDS AND THEIR USE

The different phrenic shards were designed with malleability in mind, created to give the players and GMs full freedom in designing and interpreting their character concepts. For example, a weapon shard can just as easily be a "mind blade" as it can be what looks like a physical sword, or even shadows around the character given physical form and sharpness. One of the most memorable play-testers used the shards to form a character not unlike the Darkness from the comics, each shard and feat representing how she transformed the shadows. Her weapon shard was called "Razor Shadows" and took the form of her solidifying her own shadow and attacking people with it.

Another concept that was suggested in the play-testing was to have a warfor... arcane-animated golem with personality, who used the gems and crystals that he was built from as weapons. When he manifested his weapon shard, he used his mind to expand a crystal, sharpening it into a weapon. He would've used the shield shard for the same concept, enhancing his physical form with the shard feats, drawing strength from his conviction and deeply seated belief in his race's manifest destiny. However, that player had to leave early, so I never got to see the concept in action.

Most of the descriptions are very loose and I know we could've easily made them more flavorful, however, we have made this decision deliberately. In essence, these feats are tools with which you as a player or GM can create the vision that you have for your character. Perhaps your ranger can manifest energy arrows with which he fires at his enemies (Blast Shard) or your warlock finds solace in his aura, coming not from some unearthly pact, but rather from his own deep well of energy.



## PHRENIC POWER: PHRENIC SHARDS

TABLE 1 - PHRENIC FEATS

Feat Name	Prerequisites	Description
Aura Shard	Cha 13	Create a 50' aura that grants temporary hit points when using an action point
Blasting Aura	Aura Shard*, Cha 13	Make an attack against an enemy within your aura
Extended Aura	Aura Shard*, Cha 13	Your aura extends by 5 squares
Forceful Aura	Aura Shard*, Cha 13	Your aura pushes enemies away from you
Healing Aura	Aura Shard*, Cha 13	Use an action point to allow an ally to use a healing surge
Restorative Aura	Aura Shard*, Healing Aura*, Cha 13	Allies gain additional hit points when healed
Improved Aura Shard	Aura Shard*, Cha 13, 11th level	Your aura extends by 5 additional squares and temporary hit points increased
Shifting Aura	Aura Shard*, Cha 13	Allow an ally to shift 1 square
Surging Aura	Aura Shard*, Cha 13	Grant allies a bonus on attack rolls for 1 round
Thieving Aura	Aura Shard*, Cha 13	Gain an action point or healing surge when an ally uses one
Empowering Aura	Aura Shard*, Thieving Aura*, Cha 13, 26th level	Gain a standard action when an ally uses an action point
Blast Shard		Fire phrenic energy at a target
Acid Blast	Blast Shard*	Blast shard gains acid keyword and deals 1d4 acid damage and 5 ongoing acid damage
Cold Blast	Aura Shard*	Blast shard gains cold keyword and deals 1d8 damage and slows enemy
Empowered Blast Shard	Blast Shard*, 11th level	Your blast shard deals additional damage
Enhanced Blast	Blast Shard*	Blast shard gains bonus to attack and damage rolls
Far Blast	Blast Shard*	Blast shard gains more range
Fire Blast	Blast Shard*	Blast shard gains fire keyword and gains Blast 1
Improved Blast Shard	Blast Shard*, 11th level	Your blast shard damage increases by one die
Greater Blast Shard	Blast Shard*, Improved Blast Shard*, 11th level	Your blast shard damage increases by one die
Lightning Blast	Blast Shard*	Your blast shard gains Lightning keyword and deals more damage
Mind Blast	Blast Shard*	Your blast shard gains the Psychic keyword
Shield Shard		Create a shield of phrenic energy
Bashing Shield	Shield Shard*	Push an enemy that misses you
Force Shield	Shield Shard*, 21st level	Extend the protection of your shield shard to allies

## PHRENIC POWER: PHRENIC SHARDS

**TABLE 1 - PHRENIC FEATS, CONT.**

Feat Name	Prerequisites	Description
Greater Shield	Shield Shard*	Your shield shard counts as a heavy shield
Fluid Shield	Greater Shield*, Shield Shard*	Do not take a check penalty when using your shield shard
Toughened Shield	Greater Shield*, Shield Shard*	Resist damage against you once per encounter
Grounding Shard	Shield Shard*, 11th level	Your shield shard makes it harder for others to push you
Immovable Shield	Grounding Shard*, Shield Shard*, 11th level	Gain Resist 5 if you do not move on your turn
Offensive Shield	Shield Shard*	Attack enemies with your shield shard
Refreshing Shard	Shield Shard*	Spend a healing surge as an immediate action when you are harmed
Weapon Shard		Create a supernatural weapon out of phrenic energy
As One	Weapon Shard*, at least one power from the martial power source	Gain a +2 feat bonus to attack and damage rolls with your weapon shard when using a power with the martial keyword.
Cleaveslayer	Cleave, Weapon Shard*	Deal +1 damage to all enemies attacked when you use Cleave.
Shattercleave	Cleave, Cleaveslayer*, Weapon Shard*	Deal ongoing damage when you use Cleave.
Enhanced Weapon	Weapon Shard*	Weapon shard gains bonus to attack and damage rolls
Extended Weapon	Weapon Shard*	Weapon shard gains Reach
Improved Weapon Shard	Weapon Shard*, 11th level	Weapon shard damage increases to 2d6
Greater Weapon Shard	Improved Weapon Shard*, Weapon Shard*, 11th level	Weapon shard damage increases to 2d8
Malleable Weapon	Weapon Shard*	Treat your weapon shard as of any weapon group
Slayer's Weapon	Weapon Shard*	Weapon shard gains Critical and deals additional damage on a critical hit
Assassin's Weapon	Slayer's Weapon*, Weapon Shard*	Deal additional damage when you score a critical hit and have combat advantage.
Stormshard	Weapon Shard*	Your attack gains Close Blast 1
Twin Weapon	Weapon Shard*, two-blade fighting style class feature	Create two weapon shards
Unseen Weapon	Weapon Shard*, sneak attack class feature	Weapon shard counts as a light blade, deal additional sneak attack damage

*exploits as one.*

**Prerequisites:** Weapon Shard\*, at least one power from the martial power source

**Benefit:** When using a power with the martial keyword with your weapon shard, you gain a +2 feat bonus to attack and damage rolls.

**ASSASSIN'S WEAPON**

*You have now used your weapon shard to slay so many in such an underhanded way that your internalized feelings and behaviors have stained your shard. It too excels in underhanded combat.*

**Prerequisites:** Slayer's Weapon\*, Weapon Shard\*

**Benefit:** If you have combat advantage against an opponent and score a critical hit, you deal +2d8 damage. This increases to +3d8 at 11th level and to +4d8 at 21st level.

**Special:** This feat stacks with the benefit of Slayer's Weapon\*.

**AURA SHARD**

*You have learned how to weave together all of your emotions, directed and controlled by your intense willpower, casting them as an aural web around you and thus strengthening both yourself and your allies in the process.*

**Prerequisites:** Cha 13

**Benefit:** As a move action, you manifest an aura which allows you to help your allies. This aura has a range of 10. When you or an ally in your aura spend an action point, that individual gains temporary hit points equal to your Charisma modifier.

**BASHING SHIELD**

*You have learned how to focus your intense emotions and will into your shield shard,*

*allowing you to push back enemies when the situation becomes dire.*

**Prerequisites:** Shield Shard\*

**Benefit:** Once per encounter, as an immediate interrupt after someone has missed a melee attack against you, you can push that enemy 1d4 squares away from you.

**BLAST SHARD**

*You have taught yourself how to focus all of your emotions - anger, hate, spite, rage, wrath - and to wrap them in willpower and discipline, turning it all into a fearsome ranged weapon. Because you use your emotions as weapons, you might often seem somewhat apathetic and cold to others*

**Benefit:** As a standard action, you can fire a phrenic blast of energy (see stats below). Blast shards are supernatural weapons, and thus do not belong to any weapon group, and can take almost any form, colour and shape, all according to the wishes of the user. The user is always proficient with his blast shard.

For all intents and purposes, the blast shard can be used to make all forms of ranged attacks, as well as in conjunction with powers, or for the purpose of opportunity attacks.

**Blast Shard** (Simple Ranged Weapon)

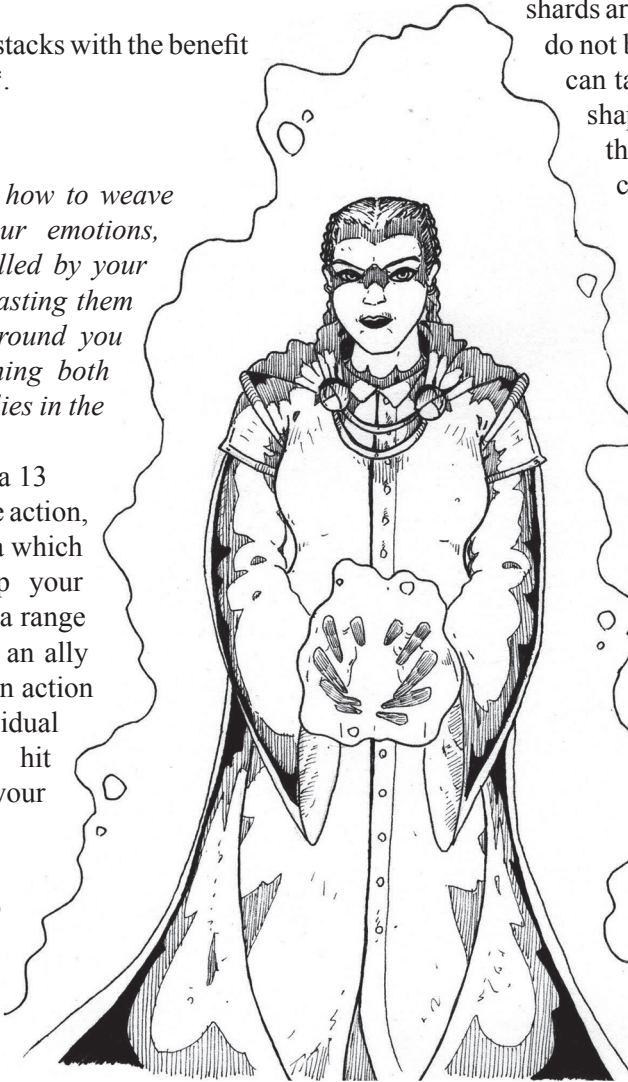
**Proficiency:** +2, **Damage:** 1d6, **Range:** 10/20

**BLASTING AURA**

*Your emotions are so strong, and composed from such volatile feelings, that you have learned how to strike out against an enemy within your aura and channel your violent energies into it instead.*

**Prerequisites:** Aura Shard\*, Cha 13

**Benefit:** When you manifest



*An aura shard allows a character to project a field of phrenic energy*



your aura, or by taking a move action when your aura is active, you may make an attack (Charisma vs Will) against one enemy within range, who takes 5 points of psychic damage.

Additionally, when you or an ally spend an action point while inside your aura, you (and only you) may make an additional attack against one enemy within range (Cha vs Will, 5 psychic damage).

**CLEAVESLAYER**

*As you cleave through your enemies, your weapon shard breaks off in little pieces inside them, causing additional damage.*

**Prerequisites:** Cleave , Weapon Shard\*

**Benefit:** When you make a Cleave attack with your weapon shard, all enemies affected by Cleave take +1 damage.

**COLD BLAST**

*You hold nothing but disdain and contempt for your enemies and your phrenic power shapes your blast into the same cold and numbing extension of your will.*

**Prerequisites:** Blast Shard\*

**Benefit:** When using your blast shard, at your option, it gains the Cold keyword and instead deals 1d8 cold damage, and the target is slowed until the end of your next turn. Attack: Dex vs Fortitude.

**EMPOWERED BLAST SHARD**

*Experience has taught you how to apply your discipline and emotions in the best way, allowing you to extract more energy from your phrenic well than before.*

**Prerequisites:** Blast Shard\*, 11th level

**Benefit:** Your blast shard damage increases by one die size (for example, from 1d6 to 1d8).

**EMPOWERING AURA**

*Your experience in using your thieving abilities now allows you weave of emotions and discipline to tap into the surging emotions of others and to gain part of their heroic abilities*

**Prerequisites:** Aura Shard\*, Thieving Aura\*, Cha 13, 26th level

**Benefit:** When an ally within range of your aura spends an action points, you immediately gain an additional standard action.



**ENHANCED BLAST**

*You have fused your own internal, phrenic, energies with that of the symbolic manifestation of those emotions. Your blast shard has now become a dangerous and powerful tool of destruction.*

**Prerequisites:** Blast Shard\*

**Benefit:** Your blast shard gains a +1 enhancement bonus to attack and damage rolls. This increases by +1 for every 5th level after the 1st (6th, 11th, 16th, 21st, 26th).

**ENHANCED WEAPON**

*You have fused your own internal, phrenic, energies with that of your weapon and now it crackles with barely contained energies. It has become a dangerous and powerful tool of destruction.*

**Prerequisites:** Weapon Shard\*

**Benefit:** Your weapon shard gains a +1 enhancement bonus to attack and damage rolls. This increases by +1 for every 5th level after 1st (+2 at 6th, +3 at 11th, etc.).

**EXTENDED AURA**

*You have put time and training into extending your aura further, so that you can utilize its effects to their maximum potential, almost always keeping allies within range.*

**Prerequisites:** Aura Shard\*, Cha 13

**Benefit:** The range of your aura extends by 5 squares.

**EXTENDED WEAPON**

*Your willpower and intense emotions allow you to extend your weapon, allowing it to strike enemies further away from you than what would be expected, or normal.*

**Prerequisites:** Weapon Shard\*

**Benefit:** Your weapon shard becomes a reach weapon.

**FAR BLAST**

*So strong is your will, so intense are your emotions that you can sustain attacks far beyond what others can stomach.*

**Prerequisites:** Blast Shard\*

**Benefit:** Increase both the normal and long range of your blast shard by 5.



**FIRE BLAST**

*Rage, wrath, pride and anger are all fiery emotions that set the world on fire. You, however, use those very emotions to set your blast shard, and enemies, on fire.*

**Prerequisites:** Blast Shard\*

**Benefit:** When using your blast shard, at your option, it gains the Fire keyword and becomes a close blast 1 effect. Attack: Dex vs Reflex.

**FLUID SHIELD**

*No longer a separate physical manifestation of your internal phrenic energies, your shield shard flows with your movements, never being in the way or encumbering you.*

**Prerequisites:** Greater Shield\*, Shield Shard\*

**Benefit:** You do not take a check penalty when using your shield shard.

**FORCE SHIELD**

*Your long experience and strong emotions allow you to call upon them for a short moment. For a short time your phrenic energies surge, creating a powerful shielding effect around all nearby allies.*

**Prerequisites:** Shield Shard\*, 21st level

**Benefit:** Once per encounter as a minor action, you can extend the protection of your shield to yourself and all allies within 5 squares until the end of your next round.

**Special:** If you have any feats that would be usable when you are attacked, you can use them when any protected ally is attacked.

**FORCEFUL AURA**

*Your aura shard extends from the phrenic realm into the purely physical realm, and as it comes into existence like a rolling wave of thunderous emotions, it physically pushes enemies away from you.*

**Prerequisites:** Aura Shard\*, Cha 13

**Benefit:** When you manifest your aura, or by taking a move action when your aura is active, every enemy adjacent to you is pushed 1 square directly away from you.

Additionally, when you or an ally spends an action point while inside your aura, you may choose to make a Charisma vs Fortitude attack against one enemy within range of your aura. If successful, that

enemy is pushed 1 square directly away from you.

**GREATER BLAST SHARD**

*No longer do you need to fuel your blasts with just your energies. Your actions have affected so many people that their minds and emotions focus on you, something which you in turn use to create devastating effects.*

**Prerequisites:** Blast Shard\*, Improved Blast Shard\*, 21st level

**Benefit:** Your blast shard damage increases by one die (for example, from 2d6 to 3d6).

**GREATER SHIELD**

*Your shield shard has expanded together with your own internal energies, giving it a stronger ability to protect you from outside harm.*

**Prerequisites:** Shield Shard\*

**Benefit:** You may choose to manifest a heavy shield instead of a light shield, when manifesting your shield shard. If you do, you gain a +2 shield bonus and your shield hand counts as if it was holding a heavy shield.

**GREATER WEAPON SHARD**

*You are a legend that walks amongst men, your myth has already begun to spread around the world. Now the wellspring of a thousand powers your weapon, giving you an equally legendary weapon shard.*

**Prerequisites:** Improved Weapon Shard\*, Weapon Shard\*, 21st level

**Benefit:** Your weapon shard damage increases to 2d8.

**GROUNDING SHARD**

*Your shield's phrenic powers extend deep into the earth, grounding you against enemy attacks that threaten to move you from your position without your approval.*

**Prerequisites:** Shield Shard\*, 11th level

**Benefit:** Any time someone performs a push against you, lower the number of squares you are pushed by 1 (minimum 0).

**HEALING AURA**

*Using your weave of emotions, you are able to redirect some of the emotions and strength that*





*comes soaring out of you when you stride into action.*

**Prerequisites:** Aura Shard\*, Cha 13

**Benefit:** When you spend an action point, one ally within range of your aura can spend a healing surge as an immediate reaction.

### IMMOVABLE SHIELD

*Your shield shard now bonds, almost permanently, with the ground if you don't move, redirecting much of the force in enemy attacks into the earth below you.*

**Prerequisites:** Grounding Shard\*, Shield Shard\*, 11th level

**Benefit:** If you do not move at all during your round, you gain Resist 5. This stacks with any other forms of Resist you might have.

### IMPROVED AURA SHARD

*At this point you have put your experience to good use, being able to both channel and contain more of your emotional energies within your aura weave, allowing it to stretch further and do more good.*

**Prerequisites:** Aura Shard\*, Cha 13, 11th level

**Benefit:** The range of your aura extends by 5 squares.

Additionally, the temporary hit points gained when spending an action point is increased to twice your Charisma modifier.

### IMPROVED BLAST SHARD

*You have seen so much of what the world offers, and you can channel that experience into even stronger emotions and a tightened discipline, allowing you to become even more dangerous.*

**Prerequisites:** Blast Shard\*, 11th level

**Benefit:** Your blast shard damage increases by one die (for example, from 1d6 to 2d6).

### IMPROVED WEAPON SHARD

*Your experience of the world has only deepened your wellspring of willpower, discipline and emotion and this spills into your weapon shard that is now even more lethal.*

**Prerequisites:** Weapon Shard\*, 11th level

**Benefit:** Your weapon shard damage increases to 2d6.



*Lightning Blast allows a character to channel electricity through his blast shard*

### LIGHTNING BLAST

*Nothing is as fast as the mind - and lightning. You use your willpower and discipline to hone your attacks, giving them the symbolic form of lightning blasts and increasing your accuracy.*

**Prerequisites:** Blast Shard\*

**Benefit:** When using your blast shard, at your option, it gains the Lightning keyword and instead deals 2d6 lightning damage, and you gain a +2 bonus to hit. Attack: Dex vs Reflex.

### MALLEABLE WEAPON

*Your weapon is no longer bound to one form, instead it is as fluid as your thoughts and emotions, becoming whatever kind of weapon you happen to need at the moment.*

**Prerequisites:** Weapon Shard\*

**Benefit:** By taking a standard action instead of a move action when you manifest your weapon shard, you can choose to have it belong to any weapon

## PHRENIC POWER: PHRENIC SHARDS

group of your choice until the end of the encounter. You also increase the proficiency to +3.

### MIND BLAST

*You do not manifest your blast shard as a physical creation, rather you use your training to mentally attack your enemies, filling their minds with emotion and will until they burst from your attack.*

**Prerequisites:** Blast Shard\*

**Benefit:** When using your blast shard, at your option, it gains the Psychic keyword and instead deals 1d10 psychic damage, and you mark the target. Attack: Dex vs Will.

### OFFENSIVE SHIELD

*Even as you protect yourself, your shard has learned that at times a good offense is the best defense, allowing you to use the shield shard as a weapon against enemies not expecting it.*

**Prerequisites:** Shield Shard\*

**Benefit:** You can make a melee attack with your shield shard. For all purposes, the shield shard counts as a club, including giving you a proficiency bonus with it (+2 proficiency, 1d6 damage).

You are always proficient with your shield shard.

### REFRESHING SHARD

*Your shield shard allows you to turn internal emotions and diamond hard discipline into energy, providing you with a surge of healing when you are damaged.*

**Prerequisites:** Shield Shard\*

**Benefit:** Once per encounter, when you are damaged, as an immediate reaction, you may spend a healing surge.

### RESTORATIVE AURA

*Your aura shard and its ability to give your allies a surge in healing has now matured to the point where your own emotions do not merely trigger the surge, but enhances it and makes it stronger.*

**Prerequisites:** Aura Shard\*, Healing Aura\*, Cha 13

**Benefit:** Whenever you or an ally within range of your aura would regain hit points, that individual gains an additional number of hit points equal to

your Charisma modifier.

### SHATTERCLEAVE

*Your control over your weapon shard allows you to shatter large parts when cleaving through your enemies, leaving them worming inside your target.*

**Prerequisites:** Cleave, Cleaveslayer\*, Weapon Shard\*

**Benefit:** When you make a Cleave attack with your weapon shard, the target also takes “ongoing 5 damage (save ends)”.

### SHIELD SHARD

*You draw your power from strong emotions such as chivalry, honor and even fear. These act as energizers to your will and discipline, allowing them to act in conjunction to protect your from harm.*

**Benefit:** As a move action, you can manifest a shield of force which attaches to one of your hands, as a regular shield. You gain a +1 shield bonus and your shield hand counts as if it was holding a light shield.

### SHIFTING AURA

*Not unlike the forceful aura shard, you have learned how to channel the roiling energies of your aura into the physical realm, enhancing the movements of your allies as it comes into effect.*

**Prerequisites:** Aura Shard\*, Cha 13

**Benefit:** When you manifest your aura, or by taking a move action when your aura is active, one ally within range may immediately shift 1 square.

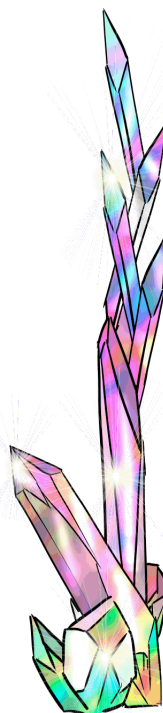
Additionally, when you or an ally spends an action point while inside your aura, that person may choose to forego the temporary hitpoints and instead shift 1 square.

### SLAYER’S WEAPON

*Your weapon has been used for so many finishing strikes and lethal attacks that it now draws on your most bloodthirsty thoughts and spiteful emotions, becoming a terrible instrument of death.*

**Prerequisites:** Weapon Shard\*

**Benefit:** Your weapon shard becomes a high crit weapon and deals +1d8 damage when you score a critical hit. This increases to +2d8 at 11th level and to +3d8 at 21st level.





**STORMSHARD**

*In the blink of an eye and by focusing your phrenic energies, your shard shatters after a successful strike and hits all enemies within reach.*

**Prerequisites:** Weapon Shard\*

**Benefit:** Once per encounter, when attacking with your weapon shard, your attack gains Close Blast 1. Only enemies are affected while inside the blast.

**SURGING AURA**

*Your mind now interconnects your aura shard with a surge of emotions, allowing you to share that with your allies, lending strength to their blows and precision to their attacks.*

**Prerequisites:** Aura Shard\*, Cha 13

**Benefit:** When you manifest your aura, or by taking a move action when your aura is active, every ally within range gains a +1 bonus on attack rolls for one round.

Additionally, when you or an ally spends an action point while inside your aura, that person may choose to gain either the temporary hit points or a +1 bonus on attack rolls for one round.

**THIEVING AURA**

*Your aura shard weaves its strength from that of your emotions and is kept in check by your discipline - your enemies do not have the same kind of control, which allows you to siphon off their energies and gain them yourself.*

**Prerequisites:** Aura Shard\*, Cha 13

**Benefit:** Whenever an enemy within range of your aura spends an action point or a healing surge, you regain one action point or healing surge (your choice).

**TOUGHENED SHIELD**

*Your shield now becomes a repository even for your body, allowing it for short moments to share your pain and bear the brunt of a powerful attack.*

**Prerequisites:** Greater Shield\*, Shield Shard\*

**Benefit:** Once per encounter, when an enemy successfully deals damage to you, you gain Resist 5 against that damage.



**TWIN WEAPON [RANGER]**

*You focus your energies into your weapon, splitting it into two identical weapons that you use as if they were nothing but extensions of your body and will - flawlessly.*

**Prerequisites:** Weapon Shard\*, two-blade fighting style class feature

**Benefit:** When you manifest your weapon shard, you can choose to manifest one for each hand instead. When making an attack that requires two melee weapons, you gain a +1 feat bonus to your attack rolls.

**UNSEEN WEAPON [ROGUE]**

*Your weapon shard flickers in and out of existence when you use it to attack enemies, allowing you to draw on your training and deliver devastating sneak attacks.*

**Prerequisites:** Weapon Shard\*, sneak attack class feature

**Benefit:** Your weapon shard always counts as a light blade for the purpose of Sneak Attack and Rogue Exploits. When making a Sneak Attack with your weapon shard, you deal an additional +1d6 points of damage.

**WEAPON SHARD**

*You have learned how to focus your intense internal energies into a weapon, giving it shape and form according to your subconscious wishes.*

**Benefit:** As a move action, you can manifest a weapon shard (see stats below). Weapon shards are supernatural weapons (and thus do not belong to any weapon group), and can take almost any form, color and shape, all according to the wishes of the user. The user is always proficient with his weapon shard, and it is a one-handed weapon. For all intents and purposes, the weapon shard can be used to make all forms of melee attacks, as well as in conjunction with powers, or for the purpose of opportunity attacks.

**Weapon Shard (Simple Melee Weapon)**

**Proficiency:** +2, **Damage:** 1d8



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