

Manifester Level	
Level Bonus	+

## MIND BLADE ENHANCEMENT

### MIND BLADE SPECIAL ABILITY POINTS

+

Special Ability	Point Cost
<input type="checkbox"/> Defending	1
<input type="checkbox"/> Keen	1
<input type="checkbox"/> Lucky	1
<input type="checkbox"/> Mighty Cleaving	1
<input type="checkbox"/> Psychokinetic	1
<input type="checkbox"/> Sundering	1
<input type="checkbox"/> Vicious	1
<input type="checkbox"/> Collision	2
<input type="checkbox"/> Mindcrusher	2
<input type="checkbox"/> Psychokinetic Burst	2
<input type="checkbox"/> Suppression	2
<input type="checkbox"/> Wounding	2
<input type="checkbox"/> Body Feeder	3
<input type="checkbox"/> Mind Feeder	3
<input type="checkbox"/> Soul Breaker	3
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	

## ANTI-PSIONICS

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

**MIND BLADE DURATION** = Soulknife Level

## PSYCHIC STRIKE

$$\boxed{\phantom{000}} = \left( \text{Soulknife Level} + 1 \right) \div 4 \quad (\text{Round down})$$

## DORJES

[illegible]

## MIND BLADE

Soulknife Level	Blade Shape	Mind Blade Penalty	Strength Multiplier	Small	Damage: Medium	Large
1	<input type="checkbox"/> Shortsword			1d4	1d6	1d8
	<input type="checkbox"/> Longsword			1d6	1d8	2d6
	<input type="checkbox"/> Bastard Sword		1½	1d8	1d10	2d8
5	<input type="checkbox"/> 2 × Shortsword	1		1d4	1d6	1d8
	<input type="checkbox"/>					
	<input type="checkbox"/>					

The diagram illustrates the Mind Blade system. At the top, a box labeled "MIND BLADE BONUS" contains the formula:  $\text{[Box]} = (\text{Soulknife Level} \div 4) - \text{Penalty}$ . Arrows from this box point to the "ATTACK BONUS" and "DAMAGE ROLL" sections. The "ATTACK BONUS" section shows the formula:  $\text{Base Attack Bonus} + \text{Mind Blade Bonus} + (\text{STR} \times \text{Strength Multiplier}) + \text{Misc}$ . The "DAMAGE ROLL" section shows the formula:  $\text{Mind Blade Bonus} + \text{Psychic Strike Charge}$ . Arrows from these sections point to the "Attack Bonus" and "Damage" fields in the "Range" table.

## THROW MIND BLADE

Range		Type	Attack Bonus	Damage	Critical
				d +	x

*Note: The diagram shows arrows indicating how values from the top section are placed into the bottom section. Arrows point from the "Base Attack Bonus" box to the "Attack Bonus" field, from the "DEX" value to the "Attack Bonus" field, and from the "Default damage type Slashing" text to the "Damage" field.*

## POWER STONES

[illegible]

## TATTOOS

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