

Manifester Level	
Level Bonus	+

+

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"/>	

MIND BLADE DURATION = Soulknife Level

$$\boxed{} = \left(+ 1 \right) \div 4 \text{ (Naar beneden afgerond)}$$

[illegible]

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"/>					

MIND BLADE BONUS

= (÷ 4) -

Soulknife Level

Penalty

ATTACK BONUS

Base Attack Bonus

Mind Blade Bonus

Strength Multiplier

Misc

+

+

(STR ×)

+

DAMAGE ROLL

DAMAGE BONUS

Mind Blade Bonus

Psychic Strike Charge

+

Range

Type

Aanvalsbonus

Damage

Critical

ft

sq

d +

×

ATTACK BONUS		Default damage type Slashing	
Base Attack Bonus	Mind Blade Bonus	Default critical range	
		19-20, x 2	
	Misc	Default range increment	
		30 ft / 6 sq.	

Range	Type	Aanvalsbonus	Damage	Critical
ft	sq		d +	x

		1
		2
		3
		4
		5
		6
		7
		8
		9
		10
		11
		12
		13
		14
		15
		16
		17
		18
		19
		20