

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"/>	

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 CAPACITY

$$\boxed{} = \left(\frac{\text{LEVER}}{\text{-----}} + 1 \right) \div 4 \quad (\text{Round down})$$

[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
	<input type="checkbox"/> 2 × Shortsword	1		1d4	1d6	1d8
	<input type="checkbox"/>					
5	<input type="checkbox"/>					
	<input type="checkbox"/>					

MIND BLADE BONUS Soulknife Level Penalty

$\boxed{} = (\boxed{} \div 4) - \boxed{}$

ATTACK BONUS

Base Attack Bonus Mind Blade Bonus Strength Multiplier Misc

$\boxed{} + \boxed{} + (\text{STR} \times \boxed{}) + \boxed{}$

DAMAGE ROLL

DAMAGE BONUS

Mind Blade Bonus Psychic Strike Charge

$\boxed{} + \boxed{}$

Range Type Attack Bonus Damage Critical

ft sq $\boxed{}$ $d + \boxed{}$ $\times \boxed{}$

ATTACK BONUS

Base Attack Bonus

Mind Blade Bonus

Misc

+ + **DEX** +

Default damage type
Slashing

Default critical range
19-20, x 2

Default range increment
30 ft / 6 sq.

Range	Type	Attack Bonus	Damage	Critical
ft sq		<div style="border: 1px solid black; height: 30px; margin: 5px;"></div>	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> d + </div>	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> x </div>

[illegible]

1
2
3
4
5
6
7
8
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11
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16
17
18
19
20