SOULKNIFE

Manifester Level

Level Bonus +

MIND BLADE ENHANCEMENT

MIND BLADE SPECIAL ABILITY POINTS

+

Special Ability	Point Cost
☐ Defending	1
☐ Keen	1
☐ Lucky	1
☐ Mighty Cleaving	1
☐ Psychokinetic	1
☐ Sundering	1
☐ Vicious	1
☐ Collision	2
☐ Mindcrusher	2
☐ Psychokinetic Burst	2
☐ Suppression	2
☐ Wounding	2
☐ Body Feeder	3
☐ Mind Feeder	3
☐ Soul Breaker	3
☐	
☐	
☐	
☐	
☐	

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 = rds (Soulknife Level)

PSYCHIC STRIKE

PSYCHIC STRIKE CAPACITY = (Soulknife Level + 1) ÷ 4 (Round down)

DORJES

	CHARGES	# □□□ □□□ □□□ □□□□□□□□□□ □□□ □□□ □□□
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MIND BLADE

Soulknife Level		Blade Shape	Mind Blade Penalty	Strength Multiplier	Damage: Small	Medium	Large
1	☐	Shortsword			1d4	1d6	1d8
	☐	Longsword			1d6	1d8	2d6
	☐	Bastard Sword		1½	1d8	1d10	2d8
5	☐	2 × Shortsword	1		1d4	1d6	1d8
	☐						
	☐						

MIND BLADE BONUS = (Soulknife Level ÷ 4) − Penalty

ATTACK BONUS = Base Attack Bonus + Mind Blade Bonus + (STR × Strength Multiplier) + Misc

DAMAGE BONUS = Mind Blade Bonus + Psychic Strike Charge

DAMAGE ROLL

Range	Type	Attack Bonus	Damage	Critical
ft / sq			d +	×

THROW MIND BLADE

ATTACK BONUS = Base Attack Bonus + Mind Blade Bonus + DEX + Misc

Default damage type **Slashing**

Default critical range **19-20, × 2**

Default range increment **30 ft / 6 sq.**

Range	Type	Attack Bonus	Damage	Critical
ft / sq			d +	×

POWER STONES

TATTOOS

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