

Manifester Level	
Level Bonus	+

MIND BLADE SPECIAL ABILITY POINTS

+

ANTI-PSIONICS

On entering an anti-psionic area, pass a Will Save (DC 2020) to keep your mind blade active for this duration:

MIND BLADE
DURATION =

PSYCHIC STRIKE Soulknife

$$\boxed{\text{PSYCHIC STRIKE CAPACITY}} = \left(\frac{\text{Soulknife Level}}{4} + 1 \right) \div 4 \quad (\text{Round down})$$

CHARGES #

CHARGES #

[illegible][illegible][illegible]

ARGES

Soulknife Level	Blade Shape	Mind Blade Penalty	Strength Multiplier	Damage:		
				Small	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{} = (\div 4) - $

ATTACK BONUS

Base Attack Bonus

Mind Blade Bonus

Strength Multiplier

Misc

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

DAMAGE ROLL

DAMAGE BONUS

Mind Blade Bonus

Psychic Strike Charge

$ + $

Range

Type

Attack Bonus

Damage

Critical

ft sq

$d +$

\times

Range		Type	Attack Bonus	Damage	Critical
ft	sq		<div></div>	d + <div></div>	x <div></div>

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.

[illegible]

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2
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