

# SOULKNIFE

Manifester  
Level

## 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

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### MIND BLADE BONUS

Soulknife  
Level

$$\boxed{\phantom{000}} = \phantom{000} \div 4 \quad (\text{Round down})$$

Base Attack  
Bonus

Mind Blade  
Bonus

Misc

$$\boxed{\phantom{000}} + \phantom{000} + \text{STR} + \phantom{000}$$

Range	Type	Attack Bonus	Damage	Critical
ft sq		$\boxed{\phantom{000}}$	$\boxed{\phantom{000}} + \phantom{000}$	$\boxed{\phantom{000}} \times 2$

Soulknife Level	Blade Shape	Mind Blade Bonus Adjustment	Small	Medium	Large
1	Shortsword		1d3	1d6	1d8
5	Longsword		1d4	1d8	2d6
5	Bastard Sword *		1d6	1d10	2d8
5	2 x Shortsword	-1	1d3	1d6	1d8

\* When using the mind blade in the shape of a Bastard Sword as a two-handed weapon, STR bonus to attack is multiplied by 1½.

The damage type for a mind blade is **Slashing** unless altered.

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

$$\boxed{\phantom{000}} \text{ rds} = \phantom{000}$$

Default Critical Range: 19-20

Mind Blade Bonus  
Psychic Strike Charge

From level 3:

**PSYCHIC STRIKE CAPACITY**

Soulknife Level

$$\boxed{\phantom{000}} = \left( \phantom{000} + 1 \right) \div 4$$

## THROW MIND BLADE

From level 2:

Base Attack  
Bonus

Mind Blade  
Bonus

Misc

$$\boxed{\phantom{000}} + \phantom{000} + \text{DEX} + \phantom{000}$$

Range	Type	Attack Bonus	Damage	Critical
ft sq		$\boxed{\phantom{000}}$	$\boxed{\phantom{000}} + \phantom{000}$	$\boxed{\phantom{000}} \times 2$

The damage type for a thrown mind blade is **Slashing** unless altered.  
The default range increment of a thrown mind blade is 30 ft / 6 sq.

## DORJES

CHARGES # 


CHARGES # 


CHARGES # 


CHARGES # 


CHARGES # 


## POWER STONES

## TATTOOS

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20