

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:

$$\text{MIND BLADE DURATION} = \frac{\text{Soulknife Level}}{\text{rds}}$$

<b>PSYCHIC STRIKE</b>	Soulknife
<b>CAPACITY</b>	Level

$$\boxed{\phantom{00}} = (\phantom{00} + 1) \div 4 \quad (\text{Round down})$$

[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

$\boxed{\phantom{00}} = ( \phantom{00} \div 4 ) - \phantom{00}$

**ATTACK BONUS**

Base Attack Bonus

Mind Blade Bonus

Strength Multiplier

Misc

$\boxed{\phantom{00}} + \phantom{00} + ( \text{STR} \times \phantom{00} ) + \phantom{00}$

**DAMAGE BONUS**

Mind Blade Bonus

Psychic Strike Charge

$\phantom{00} + \phantom{00}$

**Range**

Type

Attack Bonus

Damage

Critical

ft sq

$\boxed{\phantom{00}}$

$\boxed{d} + \phantom{00}$

$\boxed{\phantom{00}} \times \phantom{00}$

Range		Type	Attack Bonus	Damage	Critical
ft	sq			d +	x

**ATTACK BONUS**  
 Base Attack Bonus:   
 Mind Blade Bonus:   
 Misc:

Default damage type: **Slashing**  
 Default critical range: **19-20, x 2**  
 Default range increment: **30 ft / 6 sq.**

[illegible]

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