

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** Soulknife  
**CAPACITY** Level

$$\boxed{\phantom{00}} = \left( \phantom{00} + 1 \right) \div 4 \text{ (Naar beneden afgerond)}$$

CHARGES	#	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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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"/>					

The diagram illustrates the Mind Blade system. At the top, a box labeled **MIND BLADE BONUS** contains the formula:  $\text{[Box]} = (\text{Soulknife Level} \div 4) - \text{Penalty}$ . Arrows from this box point to two other boxes. The first box, labeled **ATTACK BONUS**, contains the formula:  $\text{Base Attack Bonus} + \text{Mind Blade Bonus} + (\text{STR} \times \text{Strength Multiplier}) + \text{Misc}$ . The second box, labeled **DAMAGE ROLL**, contains the formula:  $\text{Mind Blade Bonus} + \text{Psychic Strike Charge}$ . Arrows from the **ATTACK BONUS** box point to the **Range** and **Type** fields of the **Aanvalsbonus** box. An arrow from the **DAMAGE ROLL** box points to the **Damage** field of the **Aanvalsbonus** box. The **Aanvalsbonus** box at the bottom contains fields for **Range** (ft, sq), **Type**, **Aanvalsbonus** (a large box), **Damage** (d +), and **Critical** (x).

**ATTACK BONUS**  

Base Attack Bonus

+ Mind Blade Bonus

+ **DEX** +

Misc

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

Range	Type	Aanvalsbonus	Damage	Critical
ft      sq		<div style="border: 1px solid black; width: 150px; height: 30px; margin: 5px auto;"></div>	<div style="border: 1px solid black; width: 100px; height: 30px; display: flex; align-items: center; justify-content: center;">d +</div>	<div style="border: 1px solid black; width: 100px; height: 30px; display: flex; align-items: center; justify-content: center;">x</div>

[illegible]

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