

Manifester
Level

Bon
de Nivel

+

+

Special Ability	Point Cost
<input type="checkbox"/> Defending	1
<input type="checkbox"/> Afilado	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"/>	

MIND BLADE
Duración =

PSYCHIC STRIKE Soulknife
CAPACITY Level

= (+ 1) ÷ 4 (Redondear abajo)

The figure consists of five horizontal bar charts, each representing a different cargo type (CARGAS). Each chart has a y-axis labeled 'CARGAS' and a legend with a '#' symbol and a square symbol. The data is presented in a grid-like format with varying numbers of squares for each category.

CARGAS	#	Square
1	3	3
2	3	3
3	3	3
4	3	3
5	3	3
6	3	3
7	3	3
8	3	3
9	3	3
10	3	3
11	3	3
12	3	3
13	3	3
14	3	3
15	3	3
16	3	3
17	3	3
18	3	3
19	3	3
20	3	3
21	3	3
22	3	3
23	3	3
24	3	3
25	3	3
26	3	3
27	3	3
28	3	3
29	3	3
30	3	3
31	3	3
32	3	3
33	3	3
34	3	3
35	3	3
36	3	3
37	3	3
38	3	3
39	3	3
40	3	3
41	3	3
42	3	3
43	3	3
44	3	3
45	3	3
46	3	3
47	3	3
48	3	3
49	3	3
50	3	3
51	3	3
52	3	3
53	3	3
54	3	3
55	3	3
56	3	3
57	3	3
58	3	3
59	3	3
60	3	3
61	3	3
62	3	3
63	3	3
64	3	3
65	3	3
66	3	3
67	3	3
68	3	3
69	3	3
70	3	3
71	3	3
72	3	3
73	3	3
74	3	3
75	3	3
76	3	3
77	3	3
78	3	3
79	3	3
80	3	3
81	3	3
82	3	3
83	3	3
84	3	3
85	3	3
86	3	3
87	3	3
88	3	3
89	3	3
90	3	3
91	3	3
92	3	3
93	3	3
94	3	3
95	3	3
96	3	3
97	3	3
98	3	3
99	3	3
100	3	3

Soulknife Level	Blade Shape	Mind Blade Penalty	Strength Multiplier	Small	Damage: Medio	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
5	<input type="checkbox"/> 2 × Shortsword	1		1d4	1d6	1d8
	<input type="checkbox"/>					
	<input type="checkbox"/>					

The diagram illustrates the Mind Blade system. It starts with a box labeled "MIND BLADE BONUS" containing the formula: $\text{Bonus} = (\text{Soulknife Level} \div 4) - \text{Penalty}$. This box has arrows pointing to the "ATAQUE BONUS" box and the "DAMAGE ROLL" box. The "ATAQUE BONUS" box contains the formula: $\text{Bonus Ataque Base} + \text{Mind Blade Bonus} + (\text{FUE} \times \text{Strength Multiplier}) + \text{Misc}$. The "DAMAGE ROLL" box contains the formula: $\text{Mind Blade Bonus} + \text{Psychic Strike Charge}$. Below these boxes, a row of labels indicates the components of the final result: "Alcance" (Range), "Tipo" (Type), "Bon de Ataque" (Attack Bonus), "Daño" (Damage), and "Crítico" (Critical). The "Bon de Ataque" and "Daño" boxes are shown with a plus sign, and the "Crítico" box is shown with a multiplier sign.

ATAQUE BONUS		Default damage type Slashing	
Bonus Ataque Base	Mind Blade Bonus	Default critical range 19-20, x 2	
	Misc	Default range increment 30 ft / 6 sq.	
<div> <div></div> <div>+</div> <div></div> <div>+</div> <div>DES</div> <div>+</div> <div></div> </div>			
Alcance	Tipo	Bon de Ataque	Daño
			d +
			Crítico
			x

[illegible]

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