

# SOULKNIFE

Manifester Level

Level Bonus

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

## ANTI-PSIONICS

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

rds =

## PSYCHIC STRIKE

**PSYCHIC STRIKE CAPACITY** Soulknife Level

=  $(\text{Level} + 1) \div 4$  (Round down)

## DORJES

	CHARGES	#	<div style="display: flex; justify-content: space-around;"> <div><input type="checkbox"/></div> <div><input type="checkbox"/></div> <div><input type="checkbox"/></div> <div><input type="checkbox"/></div> <div><input type="checkbox"/></div> <div><input type="checkbox"/></div> <div><input type="checkbox"/></div> <div><input type="checkbox"/></div> <div><input type="checkbox"/></div> <div><input type="checkbox"/></div> </div>
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## MIND BLADE

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
5	<input type="checkbox"/> 2 × Shortsword	1		1d4	1d6	1d8
	<input type="checkbox"/>					
	<input type="checkbox"/>					

**MIND BLADE BONUS**

Soulknife Level  Penalty

=  $(\text{Level} \div 4) - \text{Penalty}$

**DAMAGE ROLL**

**ATTACK BONUS**

Base Attack Bonus  Mind Blade Bonus  Strength Multiplier  Misc

+  +  $(\text{STR} \times \text{Multiplier}) + \text{Misc}$

**DAMAGE BONUS**

Mind Blade Bonus  Psychic Strike Charge

+

Range  ft  sq

Attack Bonus

Damage  d +

Critical  ×

## THROW MIND BLADE

**ATTACK BONUS**

Base Attack Bonus  Mind Blade Bonus  Misc

+  +  $\text{DEX} + \text{Misc}$

Default damage type **Slashing**

Default critical range **19-20, × 2**

Default range increment **30 ft / 6 sq.**

Range  ft  sq

Attack Bonus

Damage  d +

Critical  ×

## POWER STONES


## TATTOOS

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