

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"/>	

MIND BLADE DURATION = Soulknife Level

$$\boxed{} = \left(\frac{\text{Soulknife Level}}{} + 1 \right) \div 4 \quad (\text{Round down})$$

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

The diagram illustrates the Mind Blade system's flow:

- MIND BLADE BONUS** (represented by a box) is calculated as: $\text{MIND BLADE BONUS} = (\text{Soulknife Level} \div 4) - \text{Penalty}$.
- The **MIND BLADE BONUS** is added to the **Base Attack Bonus** to determine the **Attack Bonus**.
- The **MIND BLADE BONUS** is also added to the **Mind Blade Bonus** to determine the **DAMAGE ROLL**.
- The **Attack Bonus** is used to determine the **Range** (ft or sq) and the **Type** (melee or ranged).
- The **DAMAGE ROLL** is used to determine the **Damage** (d +) and the **Critical** (x).

Range		Type	Attack Bonus	Damage	Critical
ft	sq			d +	x

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