

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

PSYCHIC STRIKE
CAPACITY

Soulknife
Level

= (+ 1) ÷ 4 (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. At the top, a box labeled "MIND BLADE BONUS" contains the formula: $\text{[Box]} = (\text{Soulknife Level} \div 4) - \text{Penalty}$. Arrows lead from this box to the "ATTACK BONUS" box and the "DAMAGE ROLL" box. The "ATTACK BONUS" box contains the formula: $\text{Base Attack Bonus} + \text{Mind Blade Bonus} + (\text{STR} \times \text{Strength Multiplier}) + \text{Misc}$. The "DAMAGE ROLL" box contains the formula: $\text{Mind Blade Bonus} + \text{Psychic Strike Charge}$. Below these boxes, a table shows the components of the final result: Range (ft, sq), Type, Attack Bonus (a box), Damage (d + a box), and Critical (x a box).

[illegible][illegible]

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