

Nivel de Manifestador	
Bon de Nivel	+

MIND BLADE SPECIAL ABILITY POINTS

+

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"/>	

On entering an anti-psionic area, pass a Will Save (CD 20) to keep your mind blade active for this duration:

MIND BLADE
Duración =

PSYCHIC STRIKE Soulknife
CAPACITY Level

$$\boxed{} = \left(\text{Euler} + 1 \right) \div 4 \quad (\text{Redondear abajo})$$

[illegible]

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

The diagram illustrates the combat system flowchart, showing the sequence of calculations for different combat metrics:

- MIND BLADE BONUS:** Calculated as $\text{Soulknife Level} \div 4 - \text{Penalty}$.
- ATAQUE BONUS:** Calculated as $\text{Bonus Ataque Base} + \text{Mind Blade Bonus} + (\text{FUE} \times \text{Strength Multiplier}) + \text{Misc}$.
- DAMAGE ROLL:** Calculated as $\text{Bon de Ataque} + \text{Daño} \times \text{Crítico}$.
- DAÑO BONUS:** Calculated as $\text{Mind Blade Bonus} + \text{Psychic Strike Charge}$.

The flowchart shows the following sequence of calculations:

- Calculate **MIND BLADE BONUS** using Soulknife Level and Penalty.
- Calculate **ATAQUE BONUS** using Bonus Ataque Base, Mind Blade Bonus, FUE, Strength Multiplier, and Misc.
- Calculate **Bon de Ataque** using the result of the Ataque Bonus calculation.
- Calculate **DAÑO BONUS** using Mind Blade Bonus and Psychic Strike Charge.
- Calculate **Daño** using the result of the Daño Bonus calculation.
- Calculate **Crítico** using the result of the Daño Bonus calculation.
- Calculate the final **DAMAGE ROLL** using Bon de Ataque, Daño, and Crítico.

ATAQUE BONUS

Bonus Ataque Base

Mind Blade Bonus

Misc

+ + **DES** +

Default damage type
Slashing

Default critical range
19-20, × 2

Default range increment
30 ft / 6 sq.

Alcance

Tipo

Bon de Ataque

Daño

d +

Crítico

×

[illegible]

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