

Manifester Level	
Niveau 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** = Soulnife Level

**PSYCHIC STRIKE** Soulknife  
CAPACITY Level

=  $\left( \frac{\text{Soulknife Level}}{4} + 1 \right) \div 4$  (arrondi à l'inférieur)

[illegible]

Soulknife Level	Blade Shape	Mind Blade Penalty	Strength Multiplier	Small	Damage: Moyen	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 combat system flow:

- MIND BLADE BONUS** (Soulknife Level, Penalty) leads to the **ATTACK BONUS** calculation.
- ATTACK BONUS** (Base Attack Bonus, Mind Blade Bonus, Strength Multiplier, Divers) leads to the **DAMAGE ROLL**.
- DAMAGE ROLL** (DAMAGE BONUS, Mind Blade Bonus, Psychic Strike Charge) leads to the final damage calculation.

The final damage calculation is shown in a box at the bottom:

Portée (Type: pieds, cases) → Bonus d'attaque → Dommages (d +) → Critique (x)

**ATTACK BONUS**  

Base Attack Bonus

Mind Blade Bonus

Divers

+
+
DEX
+

Default damage type  
**Slashing**  
 Default critical range  
**19-20, x 2**  
 Default range increment  
**30 ft / 6 sq.**

Portée	Type	Bonus d'attaque	Dommages	Critique
pieds cases		<div style="border: 1px solid black; width: 100px; height: 30px; margin: 5px auto;"></div>	<div style="border: 1px solid black; width: 100px; height: 30px; display: flex; align-items: center; justify-content: center;">d +</div>	<div style="border: 1px solid black; width: 100px; height: 30px; display: flex; align-items: center; justify-content: center;">x</div>

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