

Nível de Manifestação	
Nível Bônus	+

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

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

$$\text{MIND BLADE DURATION} = \frac{\text{Soulknife Level}}{\text{rds}}$$

PSYCHIC STRIKE
CAPACITY

$$\boxed{} = \left(\text{Euler} + 1 \right) \div 4 \text{ (Arredonda para Baixo)}$$

The figure displays four dot plots, each representing the frequency distribution of CARGAS (loads) for a specific vehicle type. The horizontal axis for all plots is labeled 'CARGAS' and ranges from 0 to 10. The vertical axis represents the frequency of each load value.

- Plot 1 (Top):** The vehicle type is 'Camión'. The distribution shows a peak at 4 loads with a frequency of 4. The data points are: 0 (1), 1 (1), 2 (2), 3 (3), 4 (4), 5 (3), 6 (2), 7 (1), 8 (1), 9 (1), 10 (1).
- Plot 2:** The vehicle type is 'Camión'. The distribution shows a peak at 4 loads with a frequency of 4. The data points are: 0 (1), 1 (1), 2 (2), 3 (3), 4 (4), 5 (3), 6 (2), 7 (1), 8 (1), 9 (1), 10 (1).
- Plot 3:** The vehicle type is 'Camión'. The distribution shows a peak at 4 loads with a frequency of 4. The data points are: 0 (1), 1 (1), 2 (2), 3 (3), 4 (4), 5 (3), 6 (2), 7 (1), 8 (1), 9 (1), 10 (1).
- Plot 4 (Bottom):** The vehicle type is 'Camión'. The distribution shows a peak at 4 loads with a frequency of 4. The data points are: 0 (1), 1 (1), 2 (2), 3 (3), 4 (4), 5 (3), 6 (2), 7 (1), 8 (1), 9 (1), 10 (1).

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

The diagram illustrates the Mind Blade system with three main components:

- MIND BLADE BONUS:** A box containing the formula: $\text{[Box]} = (\text{Soulknife Level} \div 4) - \text{Penalty}$. Arrows point from this box to the Attack Bonus and Damage Bonus boxes.
- ATTACK BONUS:** A box containing the formula: $\text{Base Attack Bonus} + \text{Mind Blade Bonus} + (\text{FOR} \times \text{Strength Multiplier}) + \text{Outros}$. An arrow points from this box to the "Bônus de Ataque" box.
- DAMAGE ROLL:** A box containing the formula: $\text{Mind Blade Bonus} + \text{Psychic Strike Charge}$. An arrow points from this box to the "Dano" box.

At the bottom, a row of boxes represents the final results: "Alcance" (with units m and m²), "Tipo", "Bônus de Ataque", "Dano" (with a "d" and a plus sign), and "Crítico" (with a multiplication sign).

ATTACK BONUS

Base Attack Bonus + Mind Blade Bonus + Outros + DES +

Default damage type **Slashing**

Default critical range **19-20, x 2**

Default range increment **9m / 6 quad.**

Alcance m m²

Tipo

Bônus de Ataque

Dano d +

Crítico x

[illegible]

1
2
3
4
5
6
7
8
9
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