

Manifester  
Level

Level  
Bonus

### 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

$$\boxed{\phantom{00}} = \left( \text{LEVEL} + 1 \right) \div 4 \quad (\text{Round down})$$

[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 calculation of damage for a Soulknife. It shows three main components in boxes:

- MIND BLADE BONUS:** A box containing the formula  $\text{MIND BLADE BONUS} = \left( \frac{\text{Soulknife Level}}{4} \right) - \text{Penalty}$ .
- ATTACK BONUS:** A box containing the formula  $\text{ATTACK BONUS} = \text{Base Attack Bonus} + \text{Mind Blade Bonus} + (\text{STR} \times \text{Strength Multiplier}) + \text{Misc}$ .
- DAMAGE ROLL:** A box containing the formula  $\text{DAMAGE ROLL} = \text{Mind Blade Bonus} + \text{ Psychic Strike Charge}$ .

Arrows indicate the flow of information: The MIND BLADE BONUS box points to the ATTACK BONUS box and the DAMAGE ROLL box. The ATTACK BONUS box points to the final damage calculation box. The DAMAGE ROLL box points to the final damage calculation box. The final damage calculation box contains the formula  $\text{Damage} = \text{Attack Bonus} + \text{Damage Roll} + \text{Critical}$ .

Range		Type	Attack Bonus	Damage	Critical
ft	sq			d +	x

**ATTACK BONUS**

Base Attack Bonus:

Mind Blade Bonus:

Misc:

**+ DEX +**

Default damage type: **Slashing**

Default critical range: **19-20, × 2**

Default range increment: **30 ft / 6 sq.**

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