

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

rds =  Soulknife  
Level

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

[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"/>					

**MIND BLADE BONUS**

Soulknife Level

Penalty

$\text{[Box]} = (\text{---} \div 4) - \text{---}$

**ATTACK BONUS**

Base Attack Bonus

Mind Blade Bonus

Strength Multiplier

Misc

$\text{[Box]} + \text{---} + (\text{STR} \times \text{---}) + \text{---}$

**DAMAGE ROLL**

**DAMAGE BONUS**

Mind Blade Bonus

Psychic Strike Charge

$\text{---} + \text{---}$

Range Type Attack Bonus Damage Critical

ft sq

$\text{[Box]} \quad \text{[Box]} + \text{---} \quad \text{[Box]} \times \text{---}$

Range		Type	Attack Bonus	Damage	Critical
ft	sq			d +	x

[illegible]

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20