

| | |
|---------------------|---|
| 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 = Soulknife Level

PSYCHIC STRIKE
CAPACITY

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

[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"/> | | | | | |

MIND BLADE BONUS

Soulknife Level

Penalty

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

ATTACK BONUS

Base Attack Bonus

Mind Blade Bonus

Strength Multiplier

Misc

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

DAMAGE ROLL

DAMAGE BONUS

Mind Blade Bonus

Psychic Strike Charge

$\text{[Box]} + \text{[Box]}$

Range

Type

Attack Bonus

Damage

Critical

ft sq

[Box]

$\text{[Box]} + \text{[Box]}$

$\text{[Box]} \times \text{[Box]}$

ATTACK BONUS

Base Attack Bonus

Mind Blade Bonus

Misc

+

+

DEX

+

Default damage type
Slashing

Default critical range
19-20, x 2

Default range increment
30 ft / 6 sq.

| 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 |