SOULKNIFE

Manifester Level

MIND BLADE ENHANCEMENT

MIND BLADE SPECIAL ABILITY POINTS

+

Special Ability	Point Cost
☐ Defending	1
☐ Keen	1
☐ Lucky	1
☐ Mighty Cleaving	1
☐ Psychokinetic	1
☐ Sundering	1
☐ Vicious	1
☐ Collision	2
☐ Mindcrusher	2
☐ Psychokinetic Burst	2
☐ Suppression	2
☐ Wounding	2
☐ Body Feeder	3
☐ Mind Feeder	3
☐ Soul Breaker	3
☐	
☐	
☐	
☐	
☐	

MIND BLADE

MIND BLADE BONUS = Soulknife Level ÷ 4 (Round down)

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

MIND BLADE DURATION = Soulknife Level rds

Base Attack Bonus + Mind Blade Bonus + STR + Misc

Default Critical Range: 19-20

Range	Type	Attack Bonus	Damage	Critical
ft	sq		+	× 2

Soulknife Level	Blade Shape	Mind Blade Bonus Adjustment	Damage: Small	Medium	Large
1	Shortsword		1d3	1d6	1d8
5	Longsword		1d4	1d8	2d6
5	Bastard Sword *		1d6	1d10	2d8
5	2 x Shortsword	-1	1d3	1d6	1d8

* When using the mind blade in the shape of a Bastard Sword as a two-handed weapon, STR bonus to attack is multiplied by 1½.

The damage type for a mind blade is **Slashing** unless altered.

Mind Blade Bonus + Psychic Strike Charge

From level 3:

PSYCHIC STRIKE CAPACITY = (Soulknife Level + 1) ÷ 4

THROW MIND BLADE

From level 2:

Base Attack Bonus + Mind Blade Bonus + DEX + Misc

The damage type for a thrown mind blade is **Slashing** unless altered.

The default range increment of a thrown mind blade is **9m / 6quad**.

Range	Type	Attack Bonus	Damage	Critical
ft	sq		+	× 2

DORJES

CARGAS #

CARGAS #

CARGAS #

CARGAS #

CARGAS #

POWER STONES

TATTOOS

1
2
3
4
5
6
7
8
9
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11
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16
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18
19
20