

Manifestation Niveau	
Niveau Bonus	+

MIND BLADE SPECIAL ABILITY POINTS

+

Special Ability	Point Cost
<input type="checkbox"/> Defending	1
<input type="checkbox"/> Keen	1
<input type="checkbox"/> Chanceux	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"/> Briseur d'ame	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:

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

PSYCHIC STRIKE Soulknife
CAPACITY Level

$$\boxed{} = \left(\text{Elev} + 1 \right) \div 4 \text{ (arrondi à l'inférieur)}$$

[illegible]

Soulknife Level	Blade Shape	Mind Blade Penalty	Strength Multiplier	Petit	Dégâts: Moyen	Large
1	<input type="checkbox"/> Epee courte			1d4	1d6	1d8
	<input type="checkbox"/> Epee longue			1d6	1d8	2d6
	<input type="checkbox"/> Épée bâtarde		1½	1d8	1d10	2d8
5	<input type="checkbox"/> 2 x Epee Courte	1		1d4	1d6	1d8
	<input type="checkbox"/>					
	<input type="checkbox"/>					

The diagram illustrates the Mind Blade system. At the top, a box labeled "MIND BLADE BONUS" shows the calculation: $\text{Soulknife Level} \div 4 - \text{Pénalité}$. This result is then used in two places: it is added to the "Base Attack Bonus" to determine the "Attaque Bonus" (Attack Bonus), and it is added to the "Mind Blade Bonus" to determine the "Bonus de Dégâts" (Damage Bonus). The "Attaque Bonus" is then used to determine the "Portée" (Range) and "Type" of the attack. The "Bonus de Dégâts" is used to determine the "Dégâts" (Damage) and "Critique" (Critical) multiplier.

Portée		Type	Bonus d'attaque	Dégâts	Critique
m cases				d00 +	×

ATTAQUE BONUS
 Base Attack Bonus: + Mind Blade Bonus: + **DEX** + Divers:

Default damage type: **Slashing**
 Default critical range: **19-20, x 2**
 Default range increment: **30 ft / 6 sq.**

[illegible]

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