

Nível de
Manifestação

Nível
Bônus

+

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 Soulnknife
DURATION Level
 [] rds =

PSYCHIC STRIKE Soulknife
CAPACITY Level

$$\boxed{} = \left(+ 1 \right) \div 4 \text{ (Arredonda para Baixo)}$$

The figure displays four horizontal bar charts, each representing the distribution of cargo types (CARGAS) for a specific destination. The y-axis for each chart is labeled 'CARGAS' and includes a legend with a '#' symbol. The x-axis represents the number of units, with grid lines every 10 units. The data is as follows:

- Destination 1 (Top):** 10 units of 'CARGAS 1', 20 units of 'CARGAS 2', 10 units of 'CARGAS 3', 10 units of 'CARGAS 4', 10 units of 'CARGAS 5', 10 units of 'CARGAS 6', 10 units of 'CARGAS 7', 10 units of 'CARGAS 8', 10 units of 'CARGAS 9', 10 units of 'CARGAS 10'.
- Destination 2 (Second):** 10 units of 'CARGAS 1', 20 units of 'CARGAS 2', 10 units of 'CARGAS 3', 10 units of 'CARGAS 4', 10 units of 'CARGAS 5', 10 units of 'CARGAS 6', 10 units of 'CARGAS 7', 10 units of 'CARGAS 8', 10 units of 'CARGAS 9', 10 units of 'CARGAS 10'.
- Destination 3 (Third):** 10 units of 'CARGAS 1', 20 units of 'CARGAS 2', 10 units of 'CARGAS 3', 10 units of 'CARGAS 4', 10 units of 'CARGAS 5', 10 units of 'CARGAS 6', 10 units of 'CARGAS 7', 10 units of 'CARGAS 8', 10 units of 'CARGAS 9', 10 units of 'CARGAS 10'.
- Destination 4 (Bottom):** 10 units of 'CARGAS 1', 20 units of 'CARGAS 2', 10 units of 'CARGAS 3', 10 units of 'CARGAS 4', 10 units of 'CARGAS 5', 10 units of 'CARGAS 6', 10 units of 'CARGAS 7', 10 units of 'CARGAS 8', 10 units of 'CARGAS 9', 10 units of 'CARGAS 10'.

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 Mind Blade system. At the top, a box labeled "MIND BLADE BONUS" contains the formula: $\text{[Box]} = (\text{Soulknife Level} \div 4) - \text{Penalty}$. Arrows from this box point to the "ATTACK BONUS" and "DAMAGE BONUS" boxes. The "ATTACK BONUS" box shows the formula: $\text{Base Attack Bonus} + \text{Mind Blade Bonus} + (\text{FOR} \times \text{Strength Multiplier}) + \text{Outros}$. The "DAMAGE BONUS" box shows the formula: $\text{Mind Blade Bonus} + \text{Psychic Strike Charge}$. Below these boxes, a row of labels indicates the corresponding game statistics: "Alcance" (range), "Tipo" (type), "Bônus de Ataque" (attack bonus), "Dano" (damage), and "Crítico" (critical). The "Alcance" label is associated with "m" and "m²". The "Bônus de Ataque" label is associated with a box containing a plus sign. The "Dano" label is associated with a box containing "d" and a plus sign. The "Crítico" label is associated with a box containing an "x".

ATTACK BONUS

Base Attack Bonus

Mind Blade Bonus

Outros

+ + **DES** + _____

Default damage type
Slashing

Default critical range
19-20, x 2

Default range increment
9m / 6 quad.

Alcance

m m²

Tipo

Bônus de Ataque

Dano

d
+

Crítico

x

[illegible]

1
2
3
4
5
6
7
8
9
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11
12
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19
20