

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"/> 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"/>	

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 CAPACITY

$$\boxed{\phantom{000}} = \left( \phantom{000} + 1 \right) \div 4 \text{ (arrondi à l'inférieur)}$$

[illegible]

Soulknife Level	Blade Shape	Mind Blade Penalty	Strength Multiplier	Small	Damage: Moyen	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 combat system flowchart, showing the progression from weapon selection to the final attack roll and damage calculation.

**WEAPON SELECTION:** The process begins with choosing a weapon (e.g., *Soulknife*) and a **MIND BLADE** (e.g., *Blade of the Mind*).

**MIND BLADE BONUS:** The **MIND BLADE BONUS** is calculated based on the **Soulknife Level** and the **Penalty** (e.g., *Penalty 1*). The formula is:

$$\text{MIND BLADE BONUS} = \left( \frac{\text{Soulknife Level}}{\text{Penalty}} \right) - \text{Penalty}$$

**ATTAQUE BONUS:** The **ATTAQUE BONUS** is calculated based on the **Base Attack Bonus** (e.g., *+1*), the **Mind Blade Bonus** (e.g., *+2*), the **Strength Multiplier** (e.g., *STR x 1*), and **Divers** (e.g., *+1*). The formula is:

$$\text{ATTAQUE BONUS} = \text{Base Attack Bonus} + \text{Mind Blade Bonus} + (\text{STR} \times \text{Strength Multiplier}) + \text{Divers}$$

**DAMAGE ROLL:** The **DAMAGE ROLL** is calculated based on the **Mind Blade Bonus** (e.g., *+2*) and the **Psychic Strike Charge** (e.g., *+1*). The formula is:

$$\text{DAMAGE ROLL} = \text{Mind Blade Bonus} + \text{Psychic Strike Charge}$$

**COMBAT OUTCOME:** The final result is determined by the **Portée** (e.g., *pieds* or *cases*), the **Type** (e.g., *arme*), the **Bonus d'attaque** (e.g., *+3*), the **Domage** (e.g., *d10 + 3*), and the **Critique** (e.g., *x2*).

**ATTAQUE BONUS**  

Base Attack Bonus

Mind Blade Bonus

Divers

+  + **DEX** +

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

Portée	Type	Bonus d'attaque	Dommages	Critique
pieds cases		<div style="border: 1px solid gray; width: 100px; height: 30px; margin: 5px;"></div>	<div style="border: 1px solid gray; width: 100px; height: 30px; display: inline-block; text-align: center;">d +</div>	<div style="border: 1px solid gray; width: 100px; height: 30px; display: inline-block; text-align: center;">x</div>

[illegible]

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