

Manifester
Level

Level
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:

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

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

[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"/>					

The diagram illustrates the calculation of damage for a Soulknife. It consists of several interconnected boxes and arrows:

- MIND BLADE BONUS:** A box containing the formula $\text{MIND BLADE BONUS} = \left(\frac{\text{Soulknife Level}}{4} \right) - \text{Penalty}$. Arrows from this box point to the 'ATTACK BONUS' and 'DAMAGE BONUS' boxes.
- ATTACK BONUS:** A box containing the formula $\text{ATTACK BONUS} = \text{Base Attack Bonus} + \text{Mind Blade Bonus} + (\text{STR} \times \text{Strength Multiplier}) + \text{Misc}$. An arrow from this box points to the 'Attack Bonus' result box.
- DAMAGE BONUS:** A box containing the formula $\text{DAMAGE BONUS} = \text{Mind Blade Bonus} + \text{ Psychic Strike Charge}$. An arrow from this box points to the 'Damage' result box.
- Damage:** A box containing the formula $\text{Damage} = \text{d} + \text{DAMAGE BONUS}$. An arrow from this box points to the 'Damage' result box.
- Critical:** A box containing the formula $\text{Critical} = \text{Attack Bonus} \times \text{Critical}$. An arrow from this box points to the 'Critical' result box.

Range		Type	Attack Bonus	Damage	Critical
ft	sq		<div style="border: 1px solid black; width: 100px; height: 30px;"></div>	<div style="border: 1px solid black; padding: 5px;">d +</div>	<div style="border: 1px solid black; padding: 5px;">×</div>

[illegible]

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