

Nível de
Manifestação

Nível de Bônus

+

Habilidade Especial	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"/> Vicios	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

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

[illegible]

Soulknife Level	Blade Shape	Mind Blade Penalty	Strength Multiplier	Small	Dano: Médio	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"/>					

```

graph TD
    MB_Bonus["MIND BLADE BONUS  
BONUS"]
    Attack_Bonus["ATAQUE BÔNUS  
Bônus Base de Ataque + Mind Blade Bonus + (FOR x Strength Multiplier) + Outros"]
    Damage_Bonus["DANO BÔNUS  
Mind Blade Bonus + Psychic Strike Charge"]
    Damage_Roll["DANO ROLAGEM  
Dano"]

    MB_Bonus --> Attack_Bonus
    Attack_Bonus --> Damage_Bonus
    Damage_Bonus --> Damage_Roll
    
```

MIND BLADE BONUS

$$\text{Bônus} = \left(\frac{\text{Soulknife Level}}{4} \right) - \text{Penalty}$$

ATAQUE BÔNUS

$$\text{Bônus Base de Ataque} + \text{Mind Blade Bonus} + (\text{FOR} \times \text{Strength Multiplier}) + \text{Outros}$$

DANO BÔNUS

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

DANO ROLAGEM

$$\text{Dano} = \text{Dano Bônus} + \text{Dano}$$

ATAQUE BÔNUS

Bônus Base de Ataque

Mind Blade Bonus

Outros

+

+

DES

+

Default damage type

Slashing

Default critical range

19-20, x 2

Default range increment

9m / 6 quad.

Alcance

Tipo

Bônus de Ataque

Dano

Crítico

m

m²

W% +

x

		1
		2
		3
		4
		5
		6
		7
		8
		9
		10
		11
		12
		13
		14
		15
		16
		17
		18
		19
		20