

Nivel de  
Manifestador

Bon  
Nivel

+

Special Ability	Point Cost
<input type="checkbox"/> Defending	1
<input type="checkbox"/> Afilado	1
<input type="checkbox"/> Lucky	1
<input type="checkbox"/> Hendedura Poderosa	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 (CD 20) to keep your mind blade active for this duration:

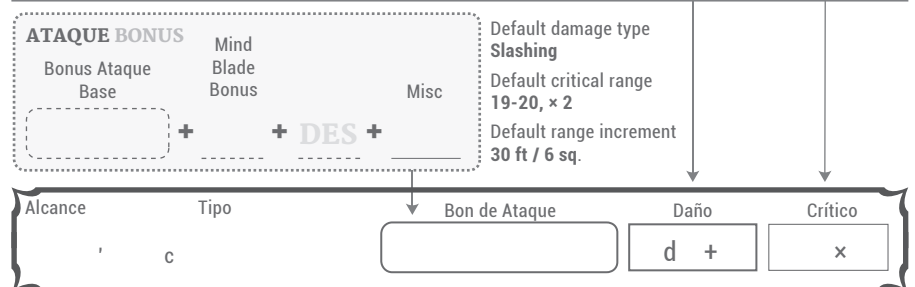
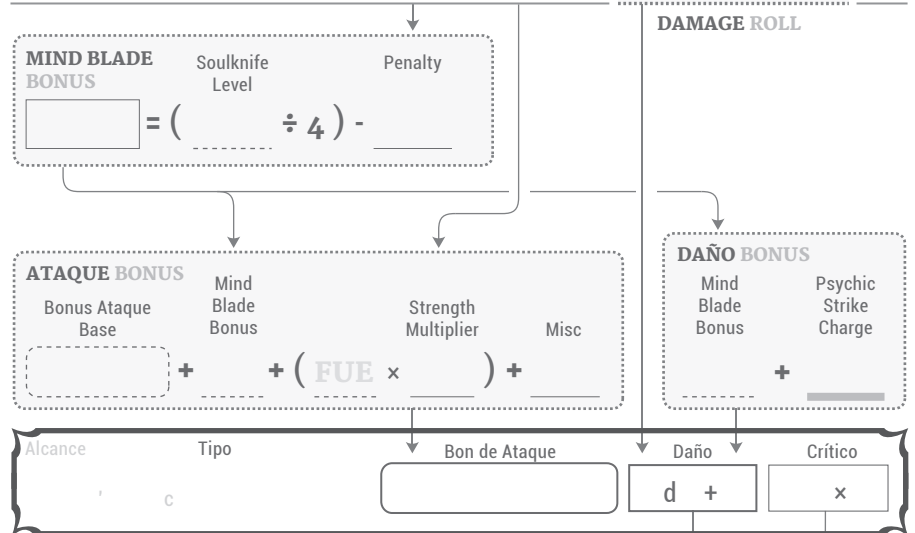
**MIND BLADE**  
**DURACIÓN**  
 = turnos =

<b>PSYCHIC STRIKE</b>	Soulknife
<b>CAPACITY</b>	Level

$$\boxed{\phantom{00}} = \left( \frac{\phantom{00}}{\text{Lugar}} + 1 \right) \div 4 \quad (\text{Redondear abajo})$$

[illegible]

Soulknife Level	Blade Shape	Mind Blade Penalty	Strength Multiplier	Small	Daño: Medio	Large
<b>1</b>	<input type="checkbox"/> Shortsword			<b>1d4</b>	<b>1d6</b>	<b>1d8</b>
	<input type="checkbox"/> Longsword			<b>1d6</b>	<b>1d8</b>	<b>2d6</b>
	<input type="checkbox"/> Bastard Sword		<b>1½</b>	<b>1d8</b>	<b>1d10</b>	<b>2d8</b>
<b>5</b>	<input type="checkbox"/> 2 × Shortsword	<b>1</b>		<b>1d4</b>	<b>1d6</b>	<b>1d8</b>
	<input type="checkbox"/>					
	<input type="checkbox"/>					

[illegible]

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