

PSIONICS I.S.P.		I.S.P.	
SENSITIVE		HEALING	
<input type="checkbox"/> ASTRAL PROJECTION	8	<input type="checkbox"/> ATTACK DISEASE	12
<input type="checkbox"/> CLAIRVOYANCE	4	<input type="checkbox"/> BIO-REGENERATE (SELF)	6
<input type="checkbox"/> COMMUNE W/ANIMALS	6	<input type="checkbox"/> DEADEN PAIN	4
<input type="checkbox"/> COMMUNE WITH SPIRITS	8	<input type="checkbox"/> DETECT PSIONICS	6
<input type="checkbox"/> DISPEL SPIRITS	10	<input type="checkbox"/> EXORCISM	10
<input type="checkbox"/> EMPATHY	4	<input type="checkbox"/> HEALING TOUCH	6
<input type="checkbox"/> MEDITATION	0	<input type="checkbox"/> INCREASED HEALING	10
<input type="checkbox"/> MIND BLOCK	4	<input type="checkbox"/> INDUCE SLEEP	4
<input type="checkbox"/> OBJECT READ	4	<input type="checkbox"/> LIST FOR LIFE	15
<input type="checkbox"/> PRESENCE SENSE	4	<input type="checkbox"/> PSYCHIC DIAGNOSIS	4
<input type="checkbox"/> SEE AURA	6	<input type="checkbox"/> PSYCHIC PURIFICATION	8
<input type="checkbox"/> SEE THE INVISIBLE	4	<input type="checkbox"/> PSYCHIC SURGERY	14
<input type="checkbox"/> SENSE DMEN. ANOMOLY	6	<input type="checkbox"/> RESIST FATIGUE	4
<input type="checkbox"/> SENSE EVIL	2	<input type="checkbox"/> SUPPRESS FEAR	8
<input type="checkbox"/> SENSE MAGIC	3	<input type="checkbox"/> TRANSFER I.S.P.	4+
<input type="checkbox"/> SIXTH SENSE	2	<b>SUPER</b>	
<input type="checkbox"/> SPEED READING	2	<input type="checkbox"/> ADVANCED TRANCE STATE	10
<input type="checkbox"/> TELEPATHY	4	<input type="checkbox"/> BIO-MANIPULATION	10
<input type="checkbox"/> TOTAL RECALL	2	<input type="checkbox"/> BIO-REGEN. (SUPER)	20
<b>PHYSICAL</b>		<input type="checkbox"/> CATATONIC STRIKE	40
<input type="checkbox"/> ALTER AURA	2	<input type="checkbox"/> CAUSE INSANITY	30
<input type="checkbox"/> DEATH TRANCE	1	<input type="checkbox"/> CURE INSANITY	30
<input type="checkbox"/> ECTOPLASM (VARIES)	8	<input type="checkbox"/> ELECTROKINESIS (VARIES)	6
<input type="checkbox"/> FLOAT	8	<input type="checkbox"/> EMPATHIC TRANSMISSION	22
<input type="checkbox"/> IMPERVIOUS TO COLD	2	<input type="checkbox"/> GROUP MIND BLOCK	6
<input type="checkbox"/> IMPERVIOUS TO FIRE	4	<input type="checkbox"/> HYDROKINESIS (VARIES)	6
<input type="checkbox"/> IMPERVIOUS TO POISON	4	<input type="checkbox"/> HYPNOTIC SUGGESTION	6
<input type="checkbox"/> LEVITATION (VARIES)	4	<input type="checkbox"/> INDUCE NIGHTMARE	15
<input type="checkbox"/> MIND BLOCK	4	<input type="checkbox"/> INSERT MEMORY	25
<input type="checkbox"/> NIGHTVISION	4	<input type="checkbox"/> INVISIBLE HAZE	30
<input type="checkbox"/> RESIST FATIGUE	4	<input type="checkbox"/> MENTAL ILLUSION	20
<input type="checkbox"/> RESIST HUNGER	2	<input type="checkbox"/> MENT. POSSESS OTHERS	30
<input type="checkbox"/> RESIST THIRST	6	<input type="checkbox"/> MIND BLCK AUTO DEF. (SPECIAL)	10
<input type="checkbox"/> SUMMON INNER STRENGTH	4	<input type="checkbox"/> MIND BOLT (VARIES)	10
<input type="checkbox"/> SPONT. COMBUSTION	6	<input type="checkbox"/> MIND BOND	10
<input type="checkbox"/> TELEKINESIS (VARIES)	6	<input type="checkbox"/> MIND WIPE (SPECIAL)	10
<input type="checkbox"/> TELEKINETIC PUNCH	6	<input type="checkbox"/> P.P.E. SHIELD	30
<input type="checkbox"/> TELEKINETIC LEAP	8	<input type="checkbox"/> PSI-SHIELD	10
<input type="checkbox"/> TELEPORT OBJECT	10	<input type="checkbox"/> PSI-SWORD	30
<b>I.S.P.:</b>		<input type="checkbox"/> PYROKINESIS (VARIES)	30
		<input type="checkbox"/> TELEKINESIS (SUPER)	10+
		<input type="checkbox"/> TELEKINETIC FORCE FIELD	30
		<input type="checkbox"/> TELEMECHANICS	10
<b>I.S.P. AT/ON OR WITHIN ONE MILE OF A LEY LINE:</b>			
<b>I.S.P. AT OR NEAR A LEY LINE NEXUS:</b>			
<b>I.S.P. SPENT:</b>			

OUTFITS	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	

<b>ARMOR:</b>	
<b>A.R.:</b> <input type="checkbox"/> <b>D.C.:</b> /	
<b>WEIGHT:</b> COST:	
<b>PROWL PENALTY:-</b> %	

<b>ARMOR:</b>	
<b>A.R.:</b> <input type="checkbox"/> <b>D.C.:</b> /	
<b>WEIGHT:</b> COST:	
<b>PROWL PENALTY:-</b> %	

ANIMAL COMPANION	
NAME:	
TYPE:	
H.P. <input type="checkbox"/> D.C.:	A.R.:
A.P.M.:	STRIKE:+ PARRY:+
DODGE:+	DAMAGE:+ ROLL:+
CLAWS:	D MOUTH: D
:	D : D
<b>NATURAL ABILITIES</b>	

DAMAGE RECORD	
HIT POINTS:	
<input type="checkbox"/> D.C.:	

### CHARACTER HISTORY


### CONTACTS

NAME:	OCCUPATION:	NOTES:

### WEAPON PROFICIENCIES

	RANGE	DAMAGE	STR/THR AIM/BURST	PARRY	RATE
			/		
			/		
			/		
			/		
			/		
			/		
			/		
			/		
			/		
			/		
			/		

AMMUNITION( ): / / /
AMMUNITION( ): / / /

### COMPONENT LIST


MAGIC: <input type="checkbox"/> WEAPON <input type="checkbox"/> OBJECT	
NAME:	
TYPE:	
ABILITIES:	
P.P.E.:( )	
:( )	

MAGIC: <input type="checkbox"/> WEAPON <input type="checkbox"/> OBJECT	
NAME:	
TYPE:	
ABILITIES:	
P.P.E.:( )	
:( )	

MAGIC: <input type="checkbox"/> WEAPON <input type="checkbox"/> OBJECT	
NAME:	
TYPE:	
ABILITIES:	
P.P.E.:( )	
:( )	

MAGIC: <input type="checkbox"/> WEAPON <input type="checkbox"/> OBJECT	
NAME:	
TYPE:	
ABILITIES:	
P.P.E.:( )	
:( )	

### SUMMONER KNOWLEDGE & ABILITIES SKILLS

DECIPHER CIRCLES	4
MYSTIC SYMBOLOGY	1
RECOGNIZE WARDS/RUNES	5
RECOGNIZE ENCHANTMENT	5
RECOGNIZE MAGIC	5
<b>KNOWS ALL POWER WORDS</b>	
NUMBER OF LESSER CREATURES THAT CAN BE CONTROLLED:	
NUMBER OF GREATER CREATURES THAT CAN BE CONTROLLED:	

### CIRCLES OF PROTECTION

CIRCLE	P.P.E.
PROTECTION: SIMPLE	35
PROTECTION: SUPERIOR	70
PROTECTION FROM ANGELS	90
PROTECTION FROM DEEVILS	70
PROTECTION FROM DEMONS	70
PROTECTION FROM ELEMENTALS	100
PROTECTION FROM ELEMENTAL FORCES	120
PROTECTION FROM EVIL	70
PROTECTION FROM FAERIE FOLK	70
PROTECTION FROM GOOD	70
PROTECTION FROM GHOSTS/SPIRITS	70
PROTECTION FROM JINN	90
PROTECTION FROM MAGIC (SIMPLE)	50
PROTECTION FROM MAGIC (SUPERIOR)	100
PROTECTION FROM OLD ONES	120
PROTECTION FROM UNDEAD	70
PROTECTION FROM WITCHES	70
PROTECTION FROM WERE-BEASTS	70

### CIRCLES OF SUMMONING

CIRCLE	P.P.E.
ANGELS	150
ANIMALS	60/100
DEMONS/DEEVILS (LESSER)	100
DEMONS/DEEVILS (GREATER)	250
ELEMENTALS	100
ELEMENTAL FORCES	150
FAERIE FOLK	100
GARGOYLES	100
GHOSTS	100
JINN	50
INSECTS	250
PAWN	100/50
SERPENTS	50/100/200
SPIRITS	200
UNDEAD	100

### CIRCLES OF POWER

CIRCLE	P.P.E.
ALL SEEING	400/100
ANIMATE DEAD	200
COMMAND	200
DEATH	300
DIMENSIONAL RIFT	500
DOMINATION/CONTROL	200
FORCE	200
HEALING	200/75
INVISIBILITY	200
INSANITY	300
KNOWLEDGE	250/50
PAIN	200
PASSION	200
POWER	400
POWER LEECH	300
POWER MATRIX	500/100
TELEPORT	30
WONDER	300

### SUBSERVIANT CREATURE

NAME:	
TYPE:	
H.P. <input type="checkbox"/> D.C.:	A.R.:
A.P.M.:	STRIKE:+ PARRY:+
DODGE:+	DAMAGE:+ ROLL:+
CLAWS:	D MOUTH: D
:	D : D
<b>NATURAL ABILITIES</b>	

DAMAGE RECORD	
HIT POINTS:	
<input type="checkbox"/> D.C.:	