

PSIONICS:

HEALING:

:BIO-REGENERATE SELF :DEADEN PAIN :DETECT PSIONICS :EXORCISM :HEALING TOUCH :INCREASED HEALING :INDUCE SLEEP :PSYCHIC DIAGNOSIS
:PSYCHIC PURIFICATION :PSYCHIC SURGERY :RESIST FATIGUE

PHYSICAL:

:ALTER AURA :DEADEN SENSES :DEATH TRANCE :ECTOPLASM :ECTOPLASM DISGUISE :IMPERVIOUS TO COLD :IMPERVIOUS TO FIRE :IMPERVIOUS TO POISON
:LEVITATION :MIND BLOCK :NIGHTVISION :RESIST FATIGUE :RESIST HUNGER :RESIST THIRST :SUMMON INNER STRENGTH :TELEKINESIS
:TELEKINETIC ACCELERATION ATTACK :TELEKINETIC LEAP :TELEKINETIC LIFT :TELEKINETIC PUNCH :TELEKINETIC PUSH

SENSITIVE:

:ASTRAL PROJECTION :CLAIRVOYANCE :COMMUNE WITH SPIRITS :EMPATHY :INTUITIVE COMBAT :MACHINE GHOST :MASK I.S.P. & PSIONICS :MASK P.P.E.
:MIND BLOCK :OBJECT READ :PRESENCE SENCE :SEE AURA :SEE THE INVISIBLE :READ DIMENSIONAL PORTAL :REMOTE VIEWING :SENSE DIMENSIONAL ANOMOLY
:SENSE EVIL :SENSE MAGIC :SENSE TIME :SIXTH SENSE :SPEED READING :TELEPATHY :TOTAL RECALL

SUPER PSIONICS:

:ASTRAL GOLEM :BIO-MANIPULATION :BIO-REGENERATION/SUPER :ELECTROKINESIS :EMPATHIC TRANSMISSION :GROUP MIND BLOCK :GROUP TRANCE
:HYDROKINESIS :HYPNOTIC SUGGESTION :MENTALLY POSSESS OTHERS :MIND BLOCK AUTO-DEFENCE :MIND BOLT :MIND BOND :MIND WIPE :P.P.E. SHIELD
:PSIONIC INVISIBILITY :PSI-SHIELD :PSI-SWORD :PSYCHIC BODY FIELD :PSYCHIC OMNI-SIGHT :PSYCHOSOMATIC DISEASE :PYROKINESIS :TELEKINESIS/SUPER
:RADIATE HORROR FACTOR :TELEKINETIC FORCE FIELD :TELEMECHANIC MENTAL OPERATION :TELEMECHANIC PARALYSIS :TELEMECHANIC POSSESSION
:TELEMECHANICS

MIND BLEEDER POWERS:

:BLEED AURA :BLEED P.E. ENERGY :BLEED MEMORY :BLEED SKILLS :BLEED TRUTH :BRAIN BLEED :BRAIN SCAN :DAY DREAM :HEALING LEACH
:IMPERVIOUS TO BIO-MANIPULATION :MENTAL BLOCK :MENTAL BLOCK REMOVAL :MIND TRIP :NEURO-TOUCH :NEURAL STRIKE

POWER ARMOR / ROBOT COMBAT VEHICLE LOG:

TYPE: _____ #OF ATTACKS: _____ STRIKE:+ _____ PARRY:+ _____ DODGE:+ _____ ROLL:+ _____
 INITIATIVE:+ _____ RESTRAINED PUNCH: _____ FULL STR.PUNCH: _____ POWER PUNCH: _____ TEAR OR PRY WITH HANDS: _____ PUNCH: _____
 KICK: _____ LEAP KICK: _____ BODY FLIP/THROW: _____ BODY BLOCK/TACKLE: _____ STOMP: _____ FULL STRENGTH PUNCH: _____
 SPEED: _____
 RUNNING: _____ LEAPING: _____ FLYING: _____ SWIMMING/UNDERWATER: _____ FLYING/SWIMMING RANGE: _____
 STATISTICAL DATA:
 WEIGHT : _____ WIDTH: _____ LENGTH: _____ WEIGHT: _____ PHYSICAL STRENGTH: _____ CARGO: _____ POWER SYSTEM: _____
 COST NEW: _____ COST USED: _____ BLACK MARKET VALUE: _____

POWER ARMOR / ROBOT WEAPON SYSTEMS:

TYPE	DAMAGE	Range:	+STR /PARRY/ AIM / BURST	AMMO:
()D:	_____	_____	_____ / _____ / _____ / _____	_____
()D:	_____	_____	_____ / _____ / _____ / _____	_____
()D:	_____	_____	_____ / _____ / _____ / _____	_____
()D:	_____	_____	_____ / _____ / _____ / _____	_____
()D:	_____	_____	_____ / _____ / _____ / _____	_____
()D:	_____	_____	_____ / _____ / _____ / _____	_____

()D.C. (A.R.: ____ IF ANY.)

MAIN BODY:() _____ HEAD:() _____
 LEFT HAND:() _____ RIGHT HAND:() _____
 LEFT ARM:() _____ RIGHT ARM:() _____
 LEFT LEG:() _____ RIGHT LEG:() _____
 LEFT WING:() _____ RIGHT WING:() _____
 SENSOR TURRET:() _____ PILOT COMPARTMENT:() _____
 _____ : () _____ : () _____
 _____ : () _____ : () _____
 _____ : () _____ : () _____
 _____ : () _____ : () _____

PERSONAL WEAPONS:

TYPE	DAMAGE	Range:	+STR /PARRY/ AIM / BURST	AMMO:
()D:	_____	_____	_____ / _____ / _____ / _____	_____
()D:	_____	_____	_____ / _____ / _____ / _____	_____
()D:	_____	_____	_____ / _____ / _____ / _____	_____
()D:	_____	_____	_____ / _____ / _____ / _____	_____
()D:	_____	_____	_____ / _____ / _____ / _____	_____
()D:	_____	_____	_____ / _____ / _____ / _____	_____
()D:	_____	_____	_____ / _____ / _____ / _____	_____
()D:	_____	_____	_____ / _____ / _____ / _____	_____

EQUIPMENT/NOTES:

CONTACTS:

NAME: _____ OCCUPATION: _____ NOTES: _____
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