PSIONICS

Sensitive	I.S.P.
❑ Astral Projection	8
❑ Clairvoyance	4
❑ Commune w/Animals	6
❑ Commune with Spirits	8
❑ Dispel Spirits	10
❑ Empathy	4
❑ Meditation	0
❑ Mind Block	4
❑ Object Read	6
❑ Presence Sense	4
❑ See Aura	6
❑ See the Invisible	4
❑ Sense Dimen. Anomoly	6
❑ Sense Evil	2
❑ Sense Magic	3
❑ Sixth Sense	2
❑ Speed Reading	2
❑ Telepathy	4
❑ Total Recall	2

Physical	
❑ Alter Aura	2
❑ Death Trance	1
❑ Ectoplasm	(varies)
❑ Float	8
❑ Impervious to Cold	2
❑ Impervious to Fire	4
❑ Impervious to Poison	4
❑ Levitation	(varies)
❑ Mind Block	4
❑ Nightvision	4
❑ Resist Fatigue	4
❑ Resist Hunger	2
❑ Resist Thirst	6
❑ Summon Inner Strength	4
❑ Spont. Combustion	6
❑ Telekinesis	(varies)
❑ Telekinetic Punch	6
❑ Telekinetic Leap	8
❑ Teleport Object	10

Healing	I.S.P.
❑ Attack Disease	12
❑ Bio-Regenerate (Self)	6
❑ Deaden Pain	4
❑ Detect Psionics	6
❑ Exorcism	10
❑ Healing Touch	6
❑ Increased Healing	10
❑ Induce Sleep	4
❑ Lust for Life	15
❑ Psychic Diagnosis	4
❑ Psychic Purification	8
❑ Psychic Surgery	14
❑ Resist Fatigue	4
❑ Suppress Fear	8
❑ Transfer I.S.P.	4+

Super	
❑ Advanced Trance State	10
❑ Bio-Manipulation	10
❑ Bio-Regen. (Super)	20
❑ Catatonic Strike	40
❑ Cause Insanity	30
❑ Cure Insanity	30
❑ Electrokinesis	(varies)
❑ Empathic Transmission	6
❑ Group Mind Block	22
❑ Hydrokinesis	(varies)
❑ Hypnotic Suggestion	6
❑ Induce Nightmare	15
❑ Insert Memory	25
❑ Invisible Haze	30
❑ Mental Illusion	20
❑ Ment. Possess Others	30
❑ Mnd Blck Auto Def.	(special)
❑ Mind Bolt	(varies)
❑ Mind Bond	10
❑ Mind Wipe	(special)
❑ P.P.E. Shield	10
❑ Psi-Shield	30
❑ Psi-Sword	30
❑ Pyrokinesis	(varies)
❑ Telekinesis (Super)	10+
❑ Telekinetic Force Field	30
❑ Telemechanics	10

I.S.P.:_____

I.S.P. at/on or within one mile of a ley line: _____

I.S.P. at or near a ley line nexus: _____

I.S.P. Spent: _____

Magic: ❑ Weapon ❑ Object

Name: _____

Type: _____

Abilities: _____

P.P.E.:(_____)_____

:(_____)_____

Armor: _____

A.R.:____ ☐.D.C.:_____/_____

Weight:_____ Cost:_____

Prowl Penalty:-_____%

Armor: _____

A.R.:____ ☐.D.C.:_____/_____

Weight:_____ Cost:_____

Prowl Penalty:-_____%

Animal Companion

Name: _____

Type: _____

H.P.____ ☐.D.C.:_____ A.R.:_____

A.P.M.:___ Strike:+___ Parry:+___

Dodge:+___ Damage:+___ Roll:+___

Claws:___D____ Mouth:___D____

_____:___D____ _____:___D____

Natural Abilities

Damage Record

Hit Points: _____

☐.D.C.: _____

Character History

Contacts

Name:	Occupation:	Notes:
Name:	Occupation:	Notes:
Name:	Occupation:	Notes:
Name:	Occupation:	Notes:
Name:	Occupation:	Notes:
Name:	Occupation:	Notes:
Name:	Occupation:	Notes:
Name:	Occupation:	Notes:
Name:	Occupation:	Notes:

Weapon Proficiencies

	Range	Damage	Str/Thr Aim/Burst	Parry	Rate
			/		
			/		
			/		
			/		
			/		
			/		
			/		

Ammunition(_____): _____

Ammunition(_____): _____

Magic: ❑ Weapon ❑ Object

Name: _____

Type: _____

Abilities: _____

P.P.E.:(_____)_____

:(_____)_____

Magic: ❑ Weapon ❑ Object

Name: _____

Type: _____

Abilities: _____

P.P.E.:(_____)_____

:(_____)_____

Magic: ❑ Weapon ❑ Object

Name: _____

Type: _____

Abilities: _____

P.P.E.:(_____)_____

:(_____)_____

Magic: ❑ Weapon ❑ Object

Name: _____

Type: _____

Abilities: _____

P.P.E.:(_____)_____

:(_____)_____

Magic: ❑ Weapon ❑ Object

Name: _____

Type: _____

Abilities: _____

P.P.E.:(_____)_____

:(_____)_____

Magic: ❑ Weapon ❑ Object

Name: _____

Type: _____

Abilities: _____

P.P.E.:(_____)_____

:(_____)_____

Diabolist

Knowledge & Abilities

Skills

Literacy: Runes	1	
Recognize/Understand Circles	4	/
Use Magic Circles	5	
Identify Energized Wards	5	
Recognize Enchantment	5	
Recognize Magic	5	
Mystic Symbology		
Knows All Power Words		

Number of Wards/Ward Phrases that can be energized per 24 hours: _____

All wards require 1 P.P.E. point each, except Power (5), and Permanence (20). Wards may be activated by the Creator with 2 P.P.E. The action equals one melee attack. Wards may be deactivated by the Creator with 5 P.P.E. (10 P.P.E. for the Power Ward).

Wards	Components
Area Affect	Diabolists own blood
Inflict	Sawdust or Wood
Permanence	Dragon/demon/god bone
Power	Hydra tooth/Unicorn horn
Protection by Infliction	Sawdust or Wood
Protection From	Beeswax
Magic Alarm	
Silent Alarm	Any substance, drawn or carved
Sound Alarm	
Trigger Alarm	

Conditions	Duration per/lvl	Components
Agony	2 melees	Mercury
Burning Pain	4 melees	Mercury
Blind	10 minutes	Mercury
Charm	4 minutes	Gold
Cold	1 minute	Silver
Confusion	2 minutes	Mercury
Dark	2minutes	Silver
Death	1 melee	Mercury
Dispair	1 minute	Mercury
Evil	4 minutes	Silver
Energy	1 melee	Gold
Fear	1 minute	Mercury
Fire	1 melee	Gold
Good	4 minutes	Silver
Hate	1 minute	Silver
Invisible	1 minute	Silver
Knowledge	1 minute	Gold
Light	5 minutes	Gold
Magic	2 minutes	Gold
Mystic Energy Drain	1 minute	Gold
Sleep	2 melees	Silver
Undead	10 minutes	Mercury
Colors	10 minutes	Gold
Numbers	permanent	Any Substance

Component List

❑ Own Blood	Quantity:_____	Form:_____
❑ Silver	Quantity:_____	Form:_____
❑ Gold	Quantity:_____	Form:_____
❑ Mercury	Quantity:_____	Form:_____
❑ Sawdust	Quantity:_____	Form:_____
❑ Wood	Quantity:_____	Form:_____
❑ Beeswax	Quantity:_____	Form:_____
❑ Hydra's tooth	Quantity:_____	Form:_____
❑ Unicorn horn	Quantity:_____	Form:_____
❑ Bone: Dragon	Quantity:_____	Form:_____
❑ Bone: Demon	Quantity:_____	Form:_____
❑ Bone: Deevil	Quantity:_____	Form:_____
❑ Bone: Godling	Quantity:_____	Form:_____
❑ Bone: God	Quantity:_____	Form:_____
❑ Rabbit skin glue	Quantity:_____	Form:_____
❑ Clear Wax	Quantity:_____	Form:_____
❑ Tree Sap	Quantity:_____	Form:_____
❑ _____	Quantity:_____	Form:_____
❑ _____	Quantity:_____	Form:_____
❑ _____	Quantity:_____	Form:_____
❑ _____	Quantity:_____	Form:_____
❑ _____	Quantity:_____	Form:_____

Outfits

❑ _____

❑ _____

❑ _____

❑ _____

❑ _____