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SPECIAL PROPERTIES SPECIAL PROPERTIES LIFT OFF GROUND 2 × MAX LOAD PUSH OR DRAG									_						EQUA	LS		
AMMUNITION PUSH OR DRAG	SHIELD/P	ROTECT	IVE ITE	ARN	MOR BONUS	WEIGHT SPELL F.	AILURE	CHECK PENALTY							MAX LC)AD		
AMMUNITION PUSH OR DRAG					SPECIAL PROPE	DTIES									LIET			
AMMUNITION PUSH OR DRAG					SPECIAL PROPE	MILS									GROU	IND		
PUSH OR DRAG					AMMUNITIO	DN .			_									
PUSH OR DRAG																		
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character illustration

campaign											
		POWER SAVE 1d20+	ABILITY MODIFIER	POV	WER P	POINTS					
experience points		FREE MANIFESTATIONS	ABIETT WOOTHER								
	GEAR		0-LEVEL								
ITEM	ITEM	Psionic Combat: 1d20 + D0	C Modifier	+ Key Ab	ility M	odifier					
			EGO	ID	MIND	MIND PSYC	CHIC				
			WHIP	INSINUATION	BLAST	THRUST CRU	JSH				
		EMPTY MIND	+1	-2	+3	-3 -					
		INTELLECT FORTRESS	-2	+1	+0	+6 +					
		MENTAL BARRIER	-1	+4	-3	+1 +1					
		THOUGHT SHIELD	-4	-1	-2		-2				
		TOWER OF IRON WILL	+3	+0	-1	+5 -					
		NONPSIONIC BUFFER	-8	_9 	+4		-8				
		FLAT-FOOTED OR OUT OF POWER POINTS	+8	+7	+8	+8 +	8				
		ATTACK MODES	F	POWERS							
		DEFENSE MODES —									
SPECIAL A	BILITIES/FEATS		NIIMBEI	OF POWERS R	NOWN		_				
		0	1st2			4th					
		5th	6th 7	'th 8	th	9th					
		S	PELLS								
		NUMBER OF SPELLS KNOWN (BARDS & SORCERERS ONLY)									
		SPELL SAVE 0	1st 6th								
		SPELL SPELLS BONUS SPELLS SPELLS		SPELLS							
		0 0									
		1ST									
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MONEY	LANGUAGES	3RD									
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PSIONICS