

## Magic/Psionics

### Tattoos

Flaming Bastard Sword  
Protection from Vampires

### Sensitive

Mind Block (4)  
Empathy (4)  
Intuitive Cmbt (10)  
Increased Healing (10)  
See the Invisible (4)  
Suppress Fear (8)  
Sense Dim.  
    Anomaly (4)  
Astral  
    Projection (8)  
Commune with  
    Spirits (6)  
Clairvoyance (4)  
See Aura (6)

### Physical

Summon Inner Str (4)  
Resist Fatigue (4)  
Telekinetic Lift (6)  
Telekinetic Push (4)  
Telekinetic Punch (6)  
Telekinetic Leap (8)  
Nightvision (4)  
Presence Sense (4)  
Sense Evil (2)  
Sense Magic (3)  
Read Dim. Portal (4)  
Impervious to Cold (2)  
Impervious to Fire (4)  
Impervious to Poison (4)

### Healing

Deaden Pain (4)  
Restore PPE (4)  
Resist Hunger (2)  
Resist Thirst (6)  
Healing Touch (6)  
Exorcism (10)  
Detect Psionics (6)

### Super

Psychic Body Field (30)  
Psi-Shield (30)  
Psi-Sword (30)  
Telekinesis: Super (10+)  
Bio-Regeneration: Super (20)  
Group Mind Block (22)  
Mind Bolt (varies)  
Telekinetic Force Field (30)

### Weapons

KEP-Special	5d6 MD	200 feet	20 shots
GR-15AR	3d4/1d4*10 (3 shot)/ 2d4*10 (10 shot)	2000 feet	30 shots

### Armor

AT-A11 Kuru Street Armor (Japan)  
65 MDC                      -5% prwl