

Name: Dev Machellen **RCC:** Human **OCC:** Cyber Knight (Major Psychic)
Level: 7 **Experience:** 42,600 **Alignment:** Unprincipled
Age: 20 (biologically 19 due to pyramid sleep coffin)

Attributes:

Intelligence Quotient: 21	Skill Bonus: +7%
Mental Endurance: 18	Save vs. Psionics/Insanity: +7/+11
Mental Affinity: 18	Trust/Intimidate: 60%
Physical Strength: 12	Damage bonus: +0
Physical Prowess: 30	Strike/Parry/Dodge: +8 Initiative: +0
Physical Endurance: 20	Save versus Disease/Poison/Magic: +3
Physical Beauty: 17/28	Charm/Impress: 30%/86%
Speed: 11	Jump Height/Distance: 14 ft/15 ft

PPE: 21 **ISP:** 72/6 **SDC:** 37 -22 **Hit Points:** 62

Innate Abilities:

Perception 86% +3%/level (+3), See the invisible.

Zen Combat: +3 on initiative against attacks from modern guns and machines (bionics, robots, etc.), and +6 against artificial intelligences and computers like Skelebots and automated defense systems. Also, the Cyber-Knight is +3 to strike and parry. the Cyber-Knight's gun-toting or tech-laden opponent is -3 to dodge the Cyber-Knight's attacks and loses 2 melee attacks/actions due to time spent compensating for the Cyber-Knight's amazing agility, combat skills and awareness. +4 auto dodge against tech. Cloud sensors: The Cyber-Knight can cause sensors and weapon systems to either blink on and off, provide its user with mixed readings or faltering signals, or to not "see" the Knight for a moment. (The Cyber-Knight pops in and out. Now you see him, now you don't!) This makes the use of sensors unreliable, impossible to pinpoint a Cyber-Knight or to identify the exact number of Cyber-Knight targets, through artificial means. High-tech soldiers not used to "eyeballing" their opponents are put at a great disadvantage as the penalties and modifier that follow indicate. Inexperienced sensor operators (1-3rd level) can not read or use the sensors at all and they lose two melee actions every time they try to figure out what they are or aren't seeing. Even experienced operators are uncertain, hesitate and lose one melee action while they try to evaluate and respond to the data with a skill penalty of -40%! The types of sensors are limited to those used in robots, power armor, vehicles and by or with weapon systems, including radar, sonar, motion detectors, heat sensors, laser targeting, optical enhancements and so on.

Saving Throws:

Horror Factor: +4, Psionics: +7 (12), Magic: +4, Possession: +2, Poison+4+6

Hand to Hand: Martial Arts

Initiative: +7	# of Actions: 6	Strike: +10 (+11 with kicks)	Pull Punch: +10
Damage: +0	Parry: +11	Dodge: +11	
Roll w/Punch: +4	Disarm: +4	Anti-Tech Auto-Dodge: +12	

Psi Sword Combat:

Initiative: +10 **# of Actions:** 10 **Strike:** +20 **Parry:** +17 **Damage:** +1d6+7
Disarm: +4 Death blow on a natural 20, critical hit on a 18+

Recurve Bow:

Initiative: +11 **RoF:** 9 **Strike:** +21 **Parry:** +13 **Damage:** +7 **Range:** +95 ft
Disarm: +6 Death blow on a natural 20, critical hit on a 18+

Archery Summary:

Scathach Pine Recurve Bow:

Scathach silver headed oak arrows: 2d6+13 sdc damage, 1470 ft range, +22 to strike,

Explosive arrowhead: 3d6+7 MD 735 ft range, +21 to strike

Bigbore arrowhead: 1d6+7 MD + knockdown, 735 ft range, +21 to strike

Goblin grenade arrow: see arrow for effects: 367.5 ft range, +21 to strike

Psi Swords: 4d6+7 MD damage

Psi-Shield: 80 MDC **Parry:** +13 **Strike:** +11

C/M-75 Pulse Laser Rifle: Single Shot: +4 (+5) to strike, 3d6 MD **Pulse Burst:** +3 to strike 1d4x10 MD
Payload: 30 single shots per clip **Range:** 1800 ft

Wilk's 587 Sniper Heavy Laser Rifle with Wilk's Multi Optic Sight

Aimed Shot: +9 (+10) to strike, 4d6+2 MD **Payload:** 10 shots per e-clip **Range:** 3000 ft

Nema Automag with Wilk's aimer sight and laser flashlight with cross gel

Aimed Shot: +6 to strike 5d6+5 sdc with silver hollow points **Burst:** +3 to strike 1d6x10+10 sdc with silver hollow points **Payload:** 18 **Range:** 200 ft.

Weapon Proficiencies:

E-rifle (1st), Archery (1st), Sword (1st), Advanced Archery (1st), Archery Mastery (1st, rapid shot),
Weapon Specialization: Psi-Sword (1st), Weapon Mastery: Psi-Sword (1st, increased speed), Paired
Weapons (2nd), Shield (2nd), Pistol (2nd), Archery Mastery (Increased Power, 5th), Weapon Mastery:
Psi-Sword (Increased Power, 5th), Quick Draw (5th)

OCC Skills:

Literacy in American 96%, Language: American and Dragonese/Elf at 96%, Demongogian 96%, Spanish
96%, Anthropology 82% (5%), Body Sculpting, Climbing 96%, Gymnastics: Sense of Balance: 96%, Work
parallel bars and rings 90% (3%), Backflip 96%, Climb Rope 96%, Horsemanship: Cyber-Knight 95%
(3%), Land Navigation 79% (4%), Lore: Demon & Monster 92% (5%), Paramedic 87% (5%), Swimming
96%

OCC Related Skills:

Ballet, Fencing, Pilot: Hovercraft 87% (5%), Track People: 72% (5%), Track animals 72% (5%),
Acrobatics: Walk Tightrope 85% (3%), Field Armorer and Munitions Expert: 87% (5%), Basic Mechanics
72% (5%), Optics systems 67% (5%), Prowl 92% (5%), Intelligence 68% (4%), Detect Ambush 72% (5%),

Seduction 23%/40% (3%)

Secondary Skills:

Lore: Magic 72% (5%), Mythology 67% (5%), Skin and Prepare Animal Hides 67% (5%), Carpentry 62% (5%), Leatherworking 82% (5%), Dance 67%/72% (5%), Cooking 72% (5%), Sewing 67% (5%), Preserve Food 67% (5%), Salvage 72% (5%), Computer Use 67% (5%), Radio Basic 77% (5%), Lore: Fairies and creatures of magic 42% (5%), Lore: D-Bee 42% (5%), Wardrobe and Grooming 71%/76% (4%), Brewing 47% (5%)

Psionic Powers:

Cyber Knight Psi-Sword (3d6 MDC, 0 isp), Psi Shield (80 MDC, 10), Suppress Fear (8), Object Read (6), Clairvoyance (4), Empathy (4), Meditation (0), Presence Sense (4), Sense Evil (2)

Body Armor Notes:

Custom Tailored Millenium Tree Leaf hooded coat (7 ppe, non enviromental, +2 to save versus poison, regenerates all lost mdc over a 24 hour period, 1/3rd damage from magical energy attacks)

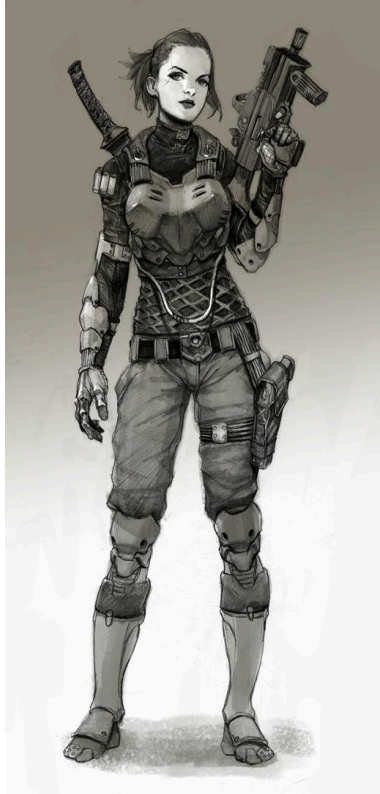
Main Body: 60, Arms: 18, Legs: 24, Head 24

Custom Tailored Millenium Tree Bark Armor (14 ppe, non enviromental, +2 to save versus poison, regenerates all lost mdc over a 24 hour period, 1/3rd damage from magical energy attacks)

Main Body: 120, Arms 36, Legs 48, Head: 48

Custom tailored MDC cloth/leather armor (30 MDC, non enviromental, +10% to Wardrobe and grooming) Main Body: 30/4, Arms: 9, Legs: 12, Head 12

Modern Looking Medium Cyber Knight Armor (Multi Optics, Language translator, Auto Tinting visor. -5% prowl) Main Body: 65, Arms: 25 Legs: 38, Head: 50



Fields in red on this sheet represent stats modified by items.

Suppress Fear

Range: Self or others by touch. **Duration:** One minute per level of experience. **I.S.P.:** 8

This power temporarily suppresses the chemical and psychological components of fear in the recipient. As a result, the character is unable to feel fear or is barely frightened even if intellectually he realizes he is in grave danger, or is facing a terrifying monster or situation. This enables the character to think rationally and take calm, calculated action, rather than respond with the typical "fight or flight" reactions of those who are scared. While this power is activated, the character automatically succeeds on any roll to resist Horror Factor, even if magically induced. This power can be used on the psychic himself or on one or two others.

Clairvoyance

Range: Self (although the image could pertain to people or places thousands of miles away.)

Duration: 6D6 melees. **I.S.P.:** 4 **Base Skill:** 58% +2% per level of experience. (77%)

This allows the psychic to see or feel glimpses of the possible future. This is achieved through meditation or intense concentration in which the clairvoyant thinks about a particular person, event or place. Add +5% to the base skill if the person involved is a friend or loved one. Clairvoyance is unpredictable and can not be turned on and off like a lightbulb. Sometimes it works (if the roll is under the base skill) and sometimes it does not (when the roll is above the base skill). A failed roll means the psychic received no insight to the future. A clairvoyant trance can be attempted as often as twice every day. The message can be a sudden feeling that somebody is in need ("...something's wrong. It's...it's...Janet! I've got to see her!") or, more often, a sudden flash of insight, a sudden image that races through the mind. The image is like a brief snippet of film from a movie or a dream. Often all the details are not clear, but the potential danger is. For example, "The psychic character is in a trance or meditation, thinking about his/her friend Janet. Suddenly, the mind is flooded with an image of Janet rushing down a crowded street. It's dusky, like morning, twilight or evening. She seems very upset. The traffic light changes to amber. Janet races

into the street, ignoring the light. It turns red. There's a car, squeal of tires, Janet screams. The image ends." Is Janet hurt? Killed? Unknown, but the danger is clear. There are also other hints of information: the time of day, Janet seeming upset, rushing, etc. The glimpse into the future could be twenty minutes, eight hours, 24 hours, or a week. The psychic has no way of knowing. Of course, he has the advantage of recognizing the potential danger as it begins to unfold and may be able to avoid it, stop it or change the outcome. The image may last a few minutes or be a sudden flash lasting but a few seconds. The flash could be a peculiar noise, a face, or a specific image, like a particular door or object. It is important to note that sometimes a clairvoyant image will occur unintentionally, without the psychic trying to do so. These most often manifest themselves as dreams or nightmares during sleep. The clairvoyant dream is exactly like the image from a meditative trance described previously. The precognitive flash of the future may also occur un-beckoned while awake, but this is extremely rare. These brief glimpses of the possible future happen because the clairvoyant is acutely attuned to his world. Anything that might hurt or change that world (including people and places) will often be foretold in a flash of insight. Game Masters: Be careful of revealing too much. Use the examples provided as a guide. Remember, these are brief glimpses of the possible future, not a motion picture. The psychic can NOT engage in any actions, combat or otherwise, during a moment of clairvoyance or the image will instantly stop. It usually requires 2D4 melees of concentration or meditation before the image occurs. Remember, a failed base skill roll means absolutely nothing happens, but still burns up the 4 I.S.P. and time.

Empathy

Range: 100 foot (30.5 m) area. **Duration:** Two minutes (8 melees) per level of experience. **LS.P.:** 4

Saving Throw: Standard; a save vs Empathy means the psychic can not get a clear sense of the emotions of that particular person. To save vs Empathy the person must roll to save once each melee that the psychic

is using Empathy. Mind Block will prevent any empathic emanations from the blocked person. Empathy is a psi-ability that makes the psychic aware of, or feel, the emotions of other people, animals and supernatural creatures. The strongest emotions are easiest to sense: hate, anger, terror, love. Feeling for emotions can often be used to establish that somebody or something is nearby, but can NOT be used to pinpoint an invisible or hiding person/ creature. Empathy can be especially helpful in recognizing and communicating with ghosts and other supernatural creatures. Questioning a person/being while using Empathy can be very handy in establishing how they are reacting to you. In a limited sense, Empathy can be used like a lie detector to see if the emotions match the verbal response. For Example: "Did you know the deceased?" The verbal answer is no, but there is a sudden flare of nervousness and fear (or hate). This doesn't mean the guy is the killer, but it might mean he is lying about knowing the dead man. Further questions might pull out a

strong emotion such as anger or hate (or happiness), which may confirm the psychic's suspicions that this man might be involved in the murder. However, remember that this is, at best, circumstantial evidence and definitely inadmissible in court. Physical proof must be found, but the empathic readings may put characters on the right track. Also, remember that the empathic psychic is feeling the person's real emotions, but interpreting their significance. A very nervous person may always radiate fear or anxiety, while a cold-blooded, pathological killer may feel nothing at all and stay calm and cool as he lies through his teeth. The feeling of hate may mean that the person did know the murder victim, or knew of him, and hated him for any number of reasons. That does not mean he killed him. As you can see, interpreting emotions can be a tricky thing. Haunting Ghosts and Entities rarely mask their emotions. Thus, the psychic can easily tell if one or more is nearby (within 100 feet/30.5 m) and what it is feeling. "I sense great sorrow." or "Do as it says! It is angry, almost crazed. I think it will carry out its threat if you try to stop it."

Object Read

Range: Touch. **Duration:** Varies; usually about 2D6 minutes.

I.S.P.: 6 **Saving Throw:** None.

Base Skill: Impressions: 56% +2% (75%) per level of experience. **Images:** 48% +2% (67%) per level.

Present: 38% +2% (57%) per level of experience.

Also known as Psychometry, this uncanny ability enables the psychic sensitive to receive impressions and images from an object regarding its use, history and last owner. This is done by holding the object and concentrating on a specific line of thought or opening up to general impressions (the latter is always more vague and random). Just as a psychic must open himself to sense evil or magic, he must open himself to the object. If successful, he will receive impressions and/or images revealing bits of information. Impressions include: General alignment of its last owner (good, selfish, evil), general emotional state of mind (angry, happy, sad, hate filled, confused, etc.), the object's general purpose (what it is used for), whether or not the last owner is living or dead, and whether the item has been used with/by magic or supernatural forces. Object Read will also conclusively indicate whether the item is currently enchanted or contains a supernatural force/entity (as well as its alignment and emotions). If the item is possessed, an Object Read makes the reader totally vulnerable to psychic attack (no bonuses to save). Images: The psychic can also see images of isolated events which have happened in the past. This will provide brief snippets of images and events that will offer glances of the previous owner and others close to him. Traumatic and emotion filled events/images are the easiest to see. Impressions will accompany the images, adding to the story as it unfolds. Information includes: approximate age, height, weight, build, race, sex, sometimes occupation, hair color and length; special facial or body features such as a scar or tattoo or beard (very often the exact facial features are out of focus, blurred or obscured); the object's use/purpose; and some special event, usually very traumatic, important or happy. Often the event image will be fragmented as if it was a piece of movie film edited by a crazy man. The event will always be one in which the object was involved in some way. The success or failure of an Object Read: Roll percentile dice once for impressions and once for images. The roll must fall under the character's base skill ability to succeed. A roll higher than the base skill means a failure and the psychic feels and/or sees nothing. Impressions and images are two different things, so roll for each. The psychic may get no impressions, but see images or vice versa. The present can not be seen unless the psychic was successful on at least one of the previous read impressions or images rolls. Once an object has been read it can not be read again by the same psychic, even if he did not see or feel a thing. Of course, the psychic can attempt to Object Read other items, but each attempt will cost 6 I.S.P. The present can also be glimpsed, but costs an additional 4 I.S.P., with no guarantee of success. Sometimes the psychic can focus in to see and feel the last owner as he or she is at that very moment. This will provide an idea of what is his current state of mind/emotion, appearance, dress, general location (that is to say, a bedroom, office, street, outdoors, etc.; no address or sense of close or far is provided), general features (shaved his beard, dyed hair, etc.) and so on. The psychic may be able to identify a place or person by feature if he has seen it before or runs into him in the near future.

Presence Sense

Range: 120 feet (36.6 m) area. **Duration:** 2 minutes (8 melees) per level of experience. **I.S.P.:** 4

Saving Throw: None.

Presence Sense is a psionic probe and awareness that alerts the psychic to the presence of supernatural beings, creatures of magic and other monstrous life forms. The ability cannot pinpoint the location of the presence, but will give the psychic the impression of whether it is near (within 50 feet/15.2 m) or far (beyond 90 feet/27.4 m). It will also give the character a vague idea of how many presences there are; one or two, a few (3 to 6), several (7 to 15), many (20-70) or an army or a swarm (100 or more). The psychic can also tell if one or more of the supernatural presences is small (something not too powerful),

medium (Lesser Demon and most Supernatural Predators), big (Greater Demon and nasty monsters) or huge (Demon Lords, Dark Gods, Ancient Evil or Alien Intelligence). The psychic can also sense human/D-Bee presences, but with much less accuracy. It is more of a feeling of "We are not alone." The person's distance is undeterminable and the number of people is limited to a sense of one or two or many, and that is only right half of the time.

The only exception is if a place has been deserted, cleared out of human and animal life, then, the psychic can sense that one or more humans are above, below, north, south, etc.

Sense Evil

Range: 140 feet (42.7 m) area. **Duration:** 2 minutes (8 melees) per level of experience. **I.S.P.:** 2
Saving Throw: None.

This psi-power is a much more refined ability to feel the presence of evil. All supernatural creatures radiate their alignment, good or evil. A psychic sensitive will automatically feel supernatural evil without spending a single I.S.P. point. However, to get a clearer picture of the evil force(s) the character must open himself and use the Sense Evil ability. Sense Evil will indicate the general number of supernatural evil: one, a few (2-6), several (7-14), or many (15 or more). It can also register the intensity of the evil and pinpoint the general location of the source(s) to a particular room(s), possessed object, character, and distance; i.e. very near (within 15 feet/4.5 m), near (within 50 feet/15.2 m), or far (60 to 140 feet/18.2 to 42.7 m). The character can track the source of supernatural evil, like a bloodhound, by sensing how close it is to him. Evil emanations from human beings are much less distinct and can not be felt unless the source-person has an immediate evil intention and has psychic powers or is psychotic. The former can mask his evil intentions with a Mind Block.

Meditation

Range: Self. **Duration:** As needed; at least one hour of meditation is required. **I.S.P.:** None, zero.

Meditation is a trance state of consciousness in which the individual can calm his emotions and focus on relaxation of mind and body. In a meditative state, the psychic finds peace and harmony between mind, body and spirit, and it is in this state of being that he can regenerate his Inner Strength (I.S.P.). Recovers Base I.S.P. at a rate as indicated under each psychic O.C.C., otherwise six I.S.P. per hour of meditation.

Psi-Shield

Range: Self. **Duration:** 5 minutes per level of experience. **I.S.P.:** 15

A companion power to the Psi-Sword, in which the psionic can create a Mega-Damage shield out of thin air. The shield can be used to parry all hand to hand combat attacks, including attacks from robots, power armor, and magic. The shield can not be use to parry energy blasts or projectiles. Shield M.D.C. is 80.

Psi-Sword(s)

Range: Self. **Duration:** 10 minutes per level of experience. **I.S.P.:** 0

A Psi-Sword is a Mega-Damage energy weapon that the Cyber-Knight can mentally will into existence! Presumably the Knight creates it using both his inner strength and inner spirit (an unusual combination of P.P.E. and I.S.P.). The creation of this weapon becomes so second nature to the Cyber-Knight that it effectively requires the expenditure of no I.S.P. Cyber-Knights insist the energy weapon is a manifestation of the human will and fighting spirit that becomes an extension of its maker. The creation of the Psi-Sword is a very personal thing and requires years of training, study, and conviction. It is important to note that the Cyber-Knight's Psi-Sword is quite different from the Mind Melter's Super Psi-Sword. First, the Cyber-Knight can create the weapon in an instant; in many respects it is a living part of the hero. Second, there is no expenditure of I.S.P. in the conventional game sense, the Cyber-Knight's will and conviction is the driving power behind the blade. Third, there is no limit as to how long the sword remains in effect nor

any limit as to how many times a day the weapon can be created. If there is any downside, it is that the Cyber-Knight's Psi-Sword is not quite as powerful as the Mind Melter's, but it is still a weapon to be feared.

Psi-Sword Mega-Damage: 1D6 M.D. at first level, plus an additional 1D6 M.D. is gained at levels 3, 6, 9, 12 and 15.

80 - 50 = 30