



Character Name

Player

Class

Race

SPY / PRAY / MIRROR

Age

Gender

Height

Weight

Eyes

Hair

Skin

Character Lev

Exp To Next Level

Modifiers

Offense		
Defense		
Speed		
Guts		
Vitality		
IQ		
Luck		

[illegible]

HP	Power Points	Condition	Experience	Money

Weapon	Offense Up	Error Rate	Comments

Body	Defense Up	Comments

Arms	Defense Up	Comments

Other	Defense Up	Comments

Goods (Equipped & Non-Equipped Items Count as Spaces)

[illegible]

PSI Power	Level	PP	Target	Dam./Recov.	Comments
PSI "SPECIAL" Alpha	8	10	ALL	40-120	Decreases One Enemies Psychic
Beta	22	14	ALL	90-270	Shield By 1
Gamma	49	40	ALL	160-480	
Omega	75	98	ALL	320-960	
PSI Fire Alpha	3	6	SINGLE ROW	60-100	Decreases One Enemies Psychic
Beta	19	12	SINGLE ROW	120-200	Shield By 1
Gamma	37	20	SINGLE ROW	180-300	
Omega	64	42	SINGLE ROW	240-400	
PSI Freeze Alpha	0	4	SINGLE ENEMY	135-225	Decreases One Enemies Psychic
Beta	31	9	SINGLE ENEMY	270-450	Shield By 1
Gamma	33	18	SINGLE ENEMY	405-675	
Omega	46	28	SINGLE ENEMY	540-900	
PSI Thunder Alpha	8	3	SINGLE ENEMY	60-180	Decreases One Enemies Psychic
Beta	25	7	RANDOM 2x	60-180	Shield By 1
Gamma	41/57	16	RANDOM 3x	100-300	
Omega	54	20	RANDOM 4x	100-300	
PSI Flash Alpha	18	8	ALL ENEMIES	-	Enemies Suffer from Crying,
Beta	38	16	ALL ENEMIES	-	Numbness, Feeling strange,
Gamma	61	24	ALL ENEMIES	-	Or become unconsciousness
Omega	67	32	ALL ENEMIES	-	
PSI Starstorm Alpha	*	24	ALL ENEMIES	270-450	Impossible to Avoid, Decreases
Omega	*	42	ALL ENEMIES	540-900	1 enemies PSI Shield
Life-Up Alpha	2	5	SINGLE ALLY	75-125	Recover Lost HP
Beta	20	8	SINGLE ALLY	225-375	
Gamma	39/49	13	SINGLE ALLY	MAX	
Omega	70	24	ALL ALLIES	300-500	
Heal Alpha	10	5	SINGLE ALLY	-	Recover from a cold, sunstroke, sleepiness
Beta	24	8	SINGLE ALLY	-	Poison, nausea, crying, feeling strange
Gamma	36/53	20	SINGLE ALLY	-	Numbness, diamondize, 50% Death
Omega	52	38	SINGLE ALLY	-	100% Full Heal, including Revive
PSI Magnet Alpha	15/21	0	SINGLE ENEMY	-	Absorb PP from other enemies
Omega	24/27	0	ALL ENEMIES	-	Absorb PP from All enemies
Shield Alpha	6/12	6	SINGLE ALLY	-	Reduces damage by half
Beta	34/51	10	SINGLE ALLY	-	+ Reflects damage at enemy
Gamma	27	18	ALL ALLIES	-	Shields everyone in group
Omega	51/60	30	ALL ALLIES	-	+Reflects damage at enemy
Psychic Shield Alpha	*	8	SINGLE ALLY	-	Reduces effects of PSI attacks by 1/2
Beta	24	14	SINGLE ALLY	-	+Reflection
Gamma	36	24	ALL ALLIES	-	Covers Everyone
Omega	50	42	ALL ALLIES	-	Everyone + Reflection
Offensive Up Alpha	21	10	SINGLE ALLY	-	Offense Increase During Battle
Omega	40	30	ALL ALLIES	-	Everyone's offense double of Base Amount
Defense Down Alpha	29	6	SINGLE ENEMY	-	Decrease's Enemies Defense
Omega	54	18	ALL ENEMIES	-	Decrease's ALL Enemies Defense
Hypnosis Alpha	4	6	SINGLE ENEMY	-	Puts Enemies to sleep
Omega	27	18	ALL ENEMIES	-	Enemies with Hi IQ can avoid it
Paralysis Alpha	14	8	SINGLE ENEMY	-	Stops an enemy from moving
Omega	29	24	ALL ENEMIES	-	Stops all enemies from moving
Brain Shock Alpha	24	10	SINGLE ENEMY	-	Causes an enemy to feel strange
Omega	44	30	ALL ENEMIES	-	
Teleport Alpha	*	2	ALL ALLIES	-	
Beta	*	8	ALL ALLIES	-	