

Owner's Level

Crystal Name

PERSONALITY

☐ Artiste

☐ Bully

☐ Coward

☐ Friendly

☐ Hero

☐ Liar

☐ Meticulous

☐ Nimble

☐ Observant

☐ Poised

☐ Resolved

☐ Sage

☐ Single-minded

☐ Sneaky

☐ Sympathetic

☐

ABILITIES

Ability Score

Ability Modifier

Temp Bonus

STR

CON

DEX

INT

WIS

CHA

INT Bonus

Ability Modifier = (Total Ability Score - 10) ÷ 2

PSICRYSTAL

Owner's Level

Granted Abilities

Natural Armor

INT Bonus

Alertness *

Improved Evasion

Self-propulsion

Shared Powers

Sighted

Telepathic Link

1

3

5

7

9

11

13

15

17

19

+0

+1

+2

+3

+4

+5

+6

+7

+8

+9

+0

+1

+2

+3

+4

+5

+6

+7

+8

+9

*Applies to owner when within 5 ft

SKILLS

Untrained

Skill Bonus

Owner's Ranks

Misc

Appraise

Autohypnosis

Balance

Bluff

Climb

Concentration

Decipher Script

Diplomacy

Disable Device

Disguise

Escape Artist

Forgery

Gather Information

Handle Animal

Heal

Hide

Intimidate

Jump

Listen

Move Silently

Open Lock

Psicraft

Ride

Search

Sense Motive

Sleight of Hand

Spellcraft

Spot

Survival

Track

Swim

Tumble

Use Magic Device

Use Psionic Device

Use Rope

Knowledge: Psionics

INT

WIS

DEX

CHA

DEX

CON

INT

CHA

INT

CHA

DEX

INT

CHA

WIS

DEX

CHA

STR

WIS

DEX

INT

WIS

DEX

INT

WIS

DEX

CHA

CHA

DEX

INT

+8

SURVIVAL

HEALTH

HIT POINTS

Wounds

hp

hp

COMBAT

BASE ATTACK

Temp Attack

Temp Damage

+

+

Range

ft

sq

Attack Bonus

Damage

Critical

INITIATIVE BONUS

with Self-propulsion: Basic Speed

with Flight: Fly Speed

INIT

30 ft 6 sq

50 ft 10 sq

GRAPPLE BONUS

Size Modifier

Misc

Base Attack

+

STR

-12

+

SAVING THROWS

Owner's Base Save

Misc

Temp

FORTITUDE SAVE

FORT

CON

+

+

Temp

REFLEX SAVE

REF

DEX

+

+

Temp

WILL SAVE

WILL

WIS

+

+

Temp

Evasion

Improved Evasion

Trap Sense

ARMOR

ARMOR CLASS

Natural Armor

Size Modifier

Misc Modifier

AC

= 10 + DEX +

+ 4 +

FLAT-FOOTED ARMOR CLASS

AC

= 10 / +

+ 4 +

TOUCH ARMOR CLASS

AC

= 10 + DEX /

+ 4 +

Temp AC

Power Resistance

Damage Reduction

AC

/

COMBAT ABILITIES

EFFECTS

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