

PSICRYSTAL

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	_____		STR	_____
CON	_____		CON	_____
DEX	_____	INT Bonus	DEX	_____
INT	_____		INT	_____
WIS	_____		WIS	_____
CHA	_____		CHA	_____

$$\text{Ability Modifier} = (\text{Total Ability Score} - 10) \div 2$$

PSICRYSTAL

Owner's Level	Granted Abilities	Natural Armour	INT Bonus
	Alertness * Improved Evasion Self-propulsion Shared Powers Sighted Telepathic Link		
1	<input type="checkbox"/>	+0	+0
3	<input type="checkbox"/> Deliver Touch Powers	+1	+1
5	<input type="checkbox"/> Telepathic Speech	+2	+2
7		+3	+3
9	<input type="checkbox"/> Flight	+4	+4
11	<input type="checkbox"/> Power Resistance	+5	+5
13	<input type="checkbox"/> Sight Link	+6	+6
15	<input type="checkbox"/> Channel Power	+7	+7
17		+8	+8
19		+9	+9

* Applies to owner when within 5 ft

SKILLS

	Untrained	Skill Bonus		Owner's Ranks	Misc
Appraise			INT		
Autohypnosis	■		WIS		
Balance	■		DEX		
Bluff	■		CHA		
Climb	■		DEX		+8
Concentration	■		CON		
Decipher Script			INT		
Diplomacy	■		CHA		
Disable Device			INT		
Disguise	■		CHA		
Escape Artist	■		DEX		
Forgery	■		INT		
Gather Information	■		CHA		
Handle Animal			CHA		
Heal	■		WIS		
Hide	■		DEX		
Intimidate	■		CHA		
Jump	■		STR		
Listen	■		WIS		
Move Silently	■		DEX		
Open Lock			DEX		
Psicraft			INT		
Ride	■		DEX		
Search	■		INT		
Sense Motive	■		WIS		
Sleight of Hand			DEX		
Spellcraft			INT		
Spot	■		WIS		
Survival	■		WIS		
<input checked="" type="checkbox"/> Track <input type="checkbox"/> Trained			SURVIVAL		
Swim	■		STR		
Tumble			DEX		
Use Magic Device			CHA		
Use Psionic Device			CHA		
Use Rope	■		DEX		
Knowledge: Psionics			INT		
	<input type="checkbox"/>				
	<input type="checkbox"/>				

HEALTH

HIT POINTS Wounds

hp _____ hp

COMBAT

BASE ATTACK	Temp Attack	Temp Damage
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+ +

INITIATIVE BONUS

with Self-propulsion:
Basic Speed

with Flight:
Fly Speed

	Basic Speed	High Speed
INIT	30 ft 6 sq	50 ft 10 sq

GRAPPLE BONUS

$$\boxed{} = \text{Base Attack} + \text{STR} - 12 + \text{modifier}$$

SAVING THROWS

FORTITUDE **SAVE**

$$\boxed{\text{FORT}} = \text{CON} + \quad + \quad \boxed{}$$

REFLEX SAVE

$$\boxed{\text{REF}} = \boxed{\text{DEX}} + \boxed{} + \boxed{} \quad \boxed{}$$

WILL SAVE

- ☐ Evasion ☐ Improved Evasion ☐ Trap Sense

EFFECTS

[illegible]

ATTACKS

Range	Attack Bonus	Damage	Critical
ft sq			

Range	Attack Bonus	Damage	Critical
ft sq			

Range	Attack Bonus	Damage	Critical
ft sq			

ARMOUR

ARMOUR CLASS	Natural Armour	Size Modifier	Misc Modifier
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$$\boxed{\text{AC}} = 10 + \text{DEX} + \quad + 4 +$$

FLAT-FOOTED ARMOUR CLASS

$$\boxed{\text{AC}} = 10 \quad / \quad + \quad + 4 +$$

$$\boxed{\text{AC}} = 10 + \text{DEX} \quad / \quad + 4 +$$

	Temp AC	Power	Resistance	Damage Reduction
10	10	10	10	10
20	20	20	20	20
30	30	30	30	30
40	40	40	40	40
50	50	50	50	50
60	60	60	60	60
70	70	70	70	70
80	80	80	80	80
90	90	90	90	90
100	100	100	100	100

AC /

COMBAT ABILITIES

[illegible]