



## 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
	<b>Alertness *</b> Improved Evasion Self-propulsion Shared Powers Sighted Telepathic Link		
<b>1</b>	<input type="checkbox"/>	<b>+0</b>	<b>+0</b>
<b>3</b>	<input type="checkbox"/> Deliver Touch Powers	<b>+1</b>	<b>+1</b>
<b>5</b>	<input type="checkbox"/> Telepathic Speech	<b>+2</b>	<b>+2</b>
<b>7</b>		<b>+3</b>	<b>+3</b>
<b>9</b>	<input type="checkbox"/> Flight	<b>+4</b>	<b>+4</b>
<b>11</b>	<input type="checkbox"/> Power Resistance	<b>+5</b>	<b>+5</b>
<b>13</b>	<input type="checkbox"/> Sight Link	<b>+6</b>	<b>+6</b>
<b>15</b>	<input type="checkbox"/> Channel Power	<b>+7</b>	<b>+7</b>
<b>17</b>		<b>+8</b>	<b>+8</b>
<b>19</b>		<b>+9</b>	<b>+9</b>

\* 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

$$\boxed{\phantom{000}} = \text{Base Attack} + \text{STR} - 12 + \text{modifier}$$

## SAVING THROWS

**FORTITUDE** **SAVE**

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

REFLEX SAVE

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

WILL SAVE

- ☐ Evasion      ☐ Improved Evasion      ☐ Trap Sense

## EFFECTS

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## 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

$$\boxed{\text{AC}} = 10 \quad / \quad + \quad \underline{\hspace{1cm}} \quad + 4 + \underline{\hspace{1cm}}$$

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

$$\frac{AC}{-10 + DEA} \div + 4 + \dots$$

Temp AC Power Resistance Damage Reduction

## COMBAT ABILITIES

[illegible]