Owner's Level

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		DEX	
INT		INT	
WIS		WIS	
CHA		CHA	

INT Bonus

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

PSICRYSTAL

Owner's Level		Granted Abilities	Natural Armor	INT Bonus
1	☐	**Alertness** * Improved Evasion Self-propulsion Shared Powers Sighted Telepathic Link	+0	+0
3	☐	Deliver Touch Powers	+1	+1
5	☐	Telepathic Speech	+2	+2
7			+3	+3
9	☐	Flight	+4	+4
11	☐	Power Resistance	+5	+5
13	☐	Sight Link	+6	+6
15	☐	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		
└ Track	☐ Trained		SURVIVAL		
Swim	■		STR		
Tumble			DEX		
Use Magic Device			CHA		
Use Psionic Device			CHA		
Use Rope	■		DEX		
Knowledge: Psionics			INT		
	☐				
	☐				

HEALTH

HIT POINTS Wounds

hp

hp

COMBAT

BASE ATTACK Temp Attack + Temp Damage +

INITIATIVE BONUS INIT

with Self-propulsion: Basic Speed 30 ft 6 sq

with Flight: Fly Speed 50 ft 10 sq

GRAPPLE BONUS = Base Attack + STR − 12 + Size Modifier + Misc

SAVING THROWS

	Owner's Base Save	Misc	Temp
FORTITUDE SAVE FORT	= CON +	+	
REFLEX SAVE REF	= DEX +	+	
WILL SAVE WILL	= WIS +	+	

☐ Evasion ☐ Improved Evasion ☐ Trap Sense

☐ Endurance

EFFECTS

ATTACKS

Range	Attack Bonus	Damage	Critical
ft sq			
ft sq			
ft sq			

ARMOR

		Natural Armor	Size Modifier	Misc Modifier
ARMOR CLASS 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