



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 Bonus	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	Fly Speed
INIT	30 ft 6 sq	50 ft 10 sq

GRAPPLE BONUS

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

SAVING THROWS

	Owner's		
	Base Save	Misc	Temp
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

☐ Endurance

EFFECTS

☐ ☐ ☐ ☐ ☐ ☐

☐ ☐ ☐ ☐ ☐ ☐

☐ ☐ ☐ ☐ ☐ ☐

☐ ☐ ☐ ☐ ☐ ☐

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

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

AC = 10 + DEX / + / +

Temp AC Power Resistance Damage Reduction

COMBAT ABILITIES
