



## PSICRYSTAL

Crystal Name

## PERSONALITY

- |                                     |  |
|-------------------------------------|--|
| <input type="checkbox"/> Artiste    | <input type="checkbox"/> Observant     |
| <input type="checkbox"/> Bully      | <input type="checkbox"/> Poised        |
| <input type="checkbox"/> Coward     | <input type="checkbox"/> Resolved      |
| <input type="checkbox"/> Friendly   | <input type="checkbox"/> Sage          |
| <input type="checkbox"/> Hero       | <input type="checkbox"/> Single-minded |
| <input type="checkbox"/> Liar       | <input type="checkbox"/> Sneaky        |
| <input type="checkbox"/> Meticulous | <input type="checkbox"/> Sympathetic   |
| <input type="checkbox"/> Nimble     | <input type="checkbox"/>               |

## ABILITIES

	Ability Score		Ability Modifier	Temp Bonus
<b>STR</b>	_____		<b>STR</b>	_____
<b>CON</b>	_____		<b>CON</b>	_____
<b>DEX</b>	_____	INT Bonus	<b>DEX</b>	_____
<b>INT</b>	_____	<div style="border: 1px dashed black; width: 50px; height: 30px; display: flex; align-items: center; justify-content: center;">INT Bonus</div>	<b>INT</b>	_____
<b>WIS</b>	_____		<b>WIS</b>	_____
<b>CHA</b>	_____		<b>CHA</b>	_____

$$\text{Ability Modifier} = (\text{Total Ability Score} - 10) \div 2$$
**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>
<b>* Applies to owner when within 5 ft</b>			

## 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	<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

hp \_\_\_\_\_ hp

## COMBAT

BASE ATTACK	Temp Attack	Temp Damage
-------------	-------------	-------------

	+	+	Range	Attack Bonus	Damage	Critical
			ft sq			

INITIATIVE	with Self-propulsion:	with Flight:
BONUS	Basic Speed	Fly Speed

**INIT**      **30 ft 6 sq**      **50 ft 10 sq**

## GRAPPLE BONUS

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

## SAVING THROWS

	Owner's		
	Base	Misc	Temp

**FORTITUDE SAVE**

**FORT** = **CON** +      +      

## REFLEX SAVE

$$\boxed{\text{REF}} = \text{DEX} + \quad + \quad \boxed{\phantom{0000}}$$

**WILL SAVE**

$$\boxed{\text{WILL}} = \boxed{\text{WIS}} + \quad + \quad \boxed{\phantom{00}}$$

- ☐ Evasion      ☐ Improved  
☐ Endurance      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
--------------	-------------------	------------------	------------------

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

## FLAT-FOOTED ARMOUR CLASS

**AC** = 10 / + + 4 +

## TOUCH ARMOUR CLASS

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

Temp AC Power Resistance Damage Reduction

## COMBAT ABILITIES
