

Owner's Level

PSICRYSTAL

Crystal Name

PERSONALITY

☐ Artiste

☐ Bully

☐ Coward

☐ Friendly

☐ Hero

☐ Liar

☐ Meticulous

☐ Nimble

☐ Observant

☐ Poised

☐ Resolved

☐ Sage

☐ Single-minded

☐ Sneaky

☐ Sympathetic

☐

Habilidades

Pontos de Habilidade

FOR

CON

DES

INT

SAB

CAR

Modificador de Habilidade

FOR

CON

DES

INT

SAB

CAR

Temp Bonus

INT Bonus

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

PSICRYSTAL

Owner's Level

1

3

5

7

9

11

13

15

17

19

Granted Abilities

☐ Alertness *
Improved Evasion
Self-propulsion

☐ Shared Powers
Sighted
Telepathic Link

☐ Deliver Touch Powers

☐ Telepathic Speech

☐ Flight

☐ Power Resistance

☐ Sight Link

☐ Channel Power

Armadura Natural

+0

+1

+2

+3

+4

+5

+6

+7

+8

+9

INT Bonus

+0

+1

+2

+3

+4

+5

+6

+7

+8

+9

* Applies to owner when within 5 ft

PERÍCIAS

Untrained

Bonus

Skill

Owner's Ranks

Outros

Appraise

INT

Autohypnosis

SAB

Balance

DES

Bluff

CAR

Escalar

DES

+8

Concentração

CON

Decipher Script

INT

Diplomacy

CAR

Disable Device

INT

Disguise

CAR

Escape Artist

DES

Forgery

INT

Gather Information

CAR

Handle Animal

CAR

Curar

SAB

Hide

DES

Intimidate

CAR

Jump

FOR

Listen

SAB

Move Silently

DES

Open Lock

DES

Psicraft

INT

Ride

DES

Search

INT

Sentir Motivação

SAB

Sleight of Hand

DES

Spellcraft

INT

Spot

SAB

Survival

SAB

☐ Rastrear

☐ Trained

SOBREVIVÊNCIA

Nadar

FOR

Tumble

DES

Use Magic Device

CAR

Use Psionic Device

CAR

Use Rope

DES

Knowledge: Psionics

INT

HEALTH

HIT POINTS

Wounds

hp

hp

COMBAT

BASE ATTACK

Temp Attack

Temp Damage

+

+

Alcance

m

m²

Bônus de Ataque

Dano

Crítico

INITIATIVE BONUS

with Self-propulsion: Basic Speed

with Flight: Fly Speed

INIC

30 m 6 m²

50 m 10 m²

GRAPPLE BONUS

Base Attack

Modificador de Tamanho Outros

=

+

FOR

-12

+

SAVING THROWS

Owner's Base Save

Outros

Temporário

Fortitude SAVE

FORT = CON +

+

REFLEXO RESISTÊNCIA

REF = DES +

+

VONTADE RESISTENCIA

VONTADE = SAB +

+

☐ Evasão

☐ Endurance

☐ Improved Evasion

☐ Trap Sense

CLASSE DE ARMADURA

CA = 10 + DES +

SURPRESA ARMOUR CLASS

CA = 10 / +

TOQUE ARMOUR CLASS

CA = 10 + DES / +

CA TemporáriaPower Resistance

Redução de Dano

CA

/

COMBAT ABILITIES

EFFECTS