



PSICRYSTAL

Crystal Name

PERSONNALITE

- | | |
|-------------------------------------|--|
| <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"/> Héros | <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"/> |

CARACTERISTIQUES

	Valeur de Carac.		Mod. de Carac.	Temp Bonus
STR	_____		STR	_____
CON	_____		CON	_____
DEX	_____	INT Bonus	DEX	_____
INT	_____		INT	_____
SAG	_____		SAG	_____
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	+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

COMPETENCES

Evaluation	Compétence		Owner's Ranks	Divers
	Untrained	Bonus		
			INT	
Autohypnosis	■		SAG	
Balance	■		DEX	
Bluff	■		CHA	
Escalade	■		DEX	+8
Concentration	■		CON	
Decipher Script			INT	
Diplomatie	■		CHA	
Sabotage			INT	
Déguisement	■		CHA	
Evasion	■		DEX	
Forgery	■		INT	
Gather Information	■		CHA	
Dressage			CHA	
Premiers soins	■		SAG	
Hide	■		DEX	
Intimidation	■		CHA	
Jump	■		STR	
Listen	■		SAG	
Move Silently	■		DEX	
Open Lock			DEX	
Psicraft			INT	
Equitation	■		DEX	
Search	■		INT	
Psychologie	■		SAG	
Escamotage			DEX	
Art de la magie			INT	
Spot	■		SAG	
Survival	■		SAG	
↳ Traquer □ Trained			SURVIE	
Natation	■		STR	
Tumble			DEX	
Use Magic Device			CHA	
Use Psionic Device			CHA	
Use Rope	■		DEX	
Knowledge: Psionics			INT	
	□			
	□			

SANTE

POINTS DE VIE Blessures

pv pv

COMBAT

ATTAQUES

ATTAQUE DE BASE Temp AttackDommages temp

+ + Portée Bonus d'attaque Dommage Critique
m cases

INITIATIVE BONUS

with Self-propulsion:
Basic Speed

with Flight:
Vitesse de vol

INIT	Back speed	Reverse	Masses de fer	m	cases
	30 m	6 cases	50 m	10 cases	

GRAPPLE BONUS

Base
Attack + STR - 12 +

JETS DE SAUVEGARDE

	Owner's		
	Base Save	Divers	Temp

JET DE SAVE

VIG = **CON** + +

REF = DEX + +

$$\text{VOL} = \text{SAG} + \quad +$$

- ☐ Evasion ☐ Improved Evasion ☐ Trap Sense

EFFETS

CLASSE D'ARMURE

$$CA = 10 + DEX + \quad + 4 +$$

FLAT-FOOTED ARMOUR CLASS

CA = 10 / + + 4 +

TOUCH ARMOUR CLASS

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

CA temp	Power Resistance	Réduction de dommage
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CA /

COMBAT ABILITIES
