

## CRISTAL PSI

Crystal Name

## PERSONNALITE

- |                                     |                                      |
|-------------------------------------|--------------------------------------|
| <input type="checkbox"/> Artiste    | <input type="checkbox"/> Observateur |
| <input type="checkbox"/> Brute      | <input type="checkbox"/> Calme       |
| <input type="checkbox"/> Couard     | <input type="checkbox"/> Résolu      |
| <input type="checkbox"/> Amical     | <input type="checkbox"/> Sage        |
| <input type="checkbox"/> Héros      | <input type="checkbox"/> Déterminé   |
| <input type="checkbox"/> menteur    | <input type="checkbox"/> Sournois    |
| <input type="checkbox"/> Meticuleux | <input type="checkbox"/> Sympathique |
| <input type="checkbox"/> Agile      | <input type="checkbox"/>             |

## CARACTERISTIQUES

|     | Valeur<br>de Carac. |              | Mod. de<br>Carac. | Bonus<br>Temp |
|-----|---------------------|--------------|-------------------|---------------|
| STR | _____               |              | STR               | _____         |
| CON | _____               |              | CON               | _____         |
| DEX | _____               | INT<br>Bonus | DEX               | _____         |
| INT | _____               |              | INT               | _____         |
| SAG | _____               |              | SAG               | _____         |
| CHA | _____               |              | CHA               | _____         |

Modificateur de Caractéristiques = (Score total de Carac. - 10) ÷ 2

**CRISTAL PSI**

| Owner's Level                              | Granted Abilities  | Armure Naturelle | INT Bonus |
|--|--|------------------|-----------|
|  | <b>Alertness *</b><br>Improved Evasion<br>Self-propulsion<br>Shared Powers<br>Sighted<br>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"/> Message télépathique  | <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> |  |                  |           |

## COMPETENCES

| Evaluation                                  | Compétence               |       | Owner's Ranks | Divers |
|---|--------------------------|-------|---------------|--------|
|   | Non entraîné             | Bonus |               |        |
| Autohypnosis                                | ■                        |       | INT           |        |
| Equilibre                                   | ■                        |       | SAG           |        |
| Bluff                                       | ■                        |       | DEX           |        |
| Escalade                                    | ■                        |       | CHA           |        |
| Concentration                               | ■                        |       | DEX           | +8     |
| Decipher Script                             |                          |       | CON           |        |
| Diplomatie                                  | ■                        |       | INT           |        |
| Sabotage                                    |                          |       | CHA           |        |
| Déguisement                                 | ■                        |       | INT           |        |
| Evasion                                     | ■                        |       | CHA           |        |
| Forge                                       | ■                        |       | DEX           |        |
| Gather Information                          | ■                        |       | INT           |        |
| Dressage                                    |                          |       | CHA           |        |
| Premiers soins                              | ■                        |       | CHA           |        |
| Cache                                       | ■                        |       | SAG           |        |
| Intimidation                                | ■                        |       | DEX           |        |
| Saut  | ■                        |       | CHA           |        |
| Écoute                                      | ■                        |       | STR           |        |
| Bouge en silence                            | ■                        |       | SAG           |        |
| Open Lock (Perk: 2)                         |                          |       | DEX           |        |
| Psicraft                                    |                          |       | INT           |        |
| Equitation                                  | ■                        |       | DEX           |        |
| Recherche                                   | ■                        |       | INT           |        |
| Psychologie                                 | ■                        |       | SAG           |        |
| Escamotage                                  |                          |       | DEX           |        |
| Art de la magie                             |                          |       | INT           |        |
| Detection                                   | ■                        |       | SAG           |        |
| Survie                                      | ■                        |       | SAG           |        |
| ↳ Traquer <input type="checkbox"/> Entraîné |                          |       | SURVIE        |        |
| Natation                                    | ■                        |       | STR           |        |
| Tumble                                      |                          |       | DEX           |        |
| Utilise un objet magique                    |                          |       | CHA           |        |
| Use Psionic Device                          |                          |       | CHA           |        |
| Utilise une corde                           | ■                        |       | DEX           |        |
| Knowledge: Psionics                         |                          |       | INT           |        |
|   | <input type="checkbox"/> |       |               |        |
|   | <input type="checkbox"/> |       |               |        |

## SANTE

## POINTS DE VIE Blessures

pv pv

## COMBAT

## ATTAQUES

**ATTAQUE DE BASE** Attaque tempDommages temp

+ + Portée Bonus d'attaque Dégâts Critique

m cases

## INITIATIVE BONUS

with Self-propulsion:  
Basic Speed

with Flight:  
Vitesse de vol

| INIT | 30 m 6 cases | 50 m 10 cases | m cases |  |  |
|------|--------------|---------------|---------|--|--|
|      |              |               |         |  |  |

## BONUS DE LUTTE

$$\boxed{\phantom{000}} \times 11 = \text{Base Attack} + \text{STR} - 12 + \text{time}$$

|                   |        |
|-------------------|--------|
| Mod. de<br>taille | Divers |
|-------------------|--------|

## JETS DE SAUVEGARDE

|  | Owner's<br>Base Save | Divers | Temp |
|--|----------------------|--------|------|
|--|----------------------|--------|------|

**JET DE VIGUEUR**

VIG = CON + +

REF = DEX + +

**VOL** = **SAG** +      +

- ☐ Evasion      ☐ Science de l'évasion      ☐ Sens des pièges

## EFFETS

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| CLASSE D'ARMURE | Armure Naturelle | Mod. de taille | Modificateurs Divers |
|-----------------|------------------|----------------|----------------------|
|-----------------|------------------|----------------|----------------------|

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

PRIS AU DEPOURVU CLASSE D'ARMURE

|    |      |   |   |   |   |   |
|----|------|---|---|---|---|---|
| CA | = 10 | / | + | + | 4 | + |
|----|------|---|---|---|---|---|

**CONTACT CLASSE D'ARMURE**  
**CA = 10 + DEX / + 4 +**

| CA temp | Power Resistance | Réduction de dégâts |
|---------|------------------|---------------------|
| CA      | /                |                     |

## COMPETENCES DE COMBAT

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