

character name \_\_\_\_\_ player \_\_\_\_\_



Psicrystal \_\_\_\_\_ Fine \_\_\_\_\_  
 race size height weight crystal type

| ABILITY NAME               | ABILITY SCORE        | MODIFIER             | TEMPORARY SCORE      | MODIFIER             |
|----------------------------|----------------------|----------------------|----------------------|----------------------|
| <b>STR</b><br>strength     | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <b>DEX</b><br>dexterity    | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <b>CON</b><br>constitution | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <b>INT</b><br>intelligence | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <b>WIS</b><br>wisdom       | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <b>CHA</b><br>charisma     | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

**HP** hit points

**AC** armor class

**REFLEX** (dexterity)

**FORTITUDE** (constitution)

**WILLPOWER** (wisdom)

**INITIATIVE**

**TOTAL**  =  (ARMOR BONUS) +  (SHIELD BONUS) +  (DEX MODIFIER) +  (SIZE MODIFIER) +  (NATURAL ARMOR) +  (MISC MODIFIER) +  (MISC CHANCE)

**TOTAL**  =  (BASE SAVE) +  (ABILITY MODIFIER) +  (MAGIC MODIFIER) +  (MISC MODIFIER) +  (TEMP. MODIFIER)

**REGENERATION PER DAY**

**SPEED**

FLY  LAND  BURROW  SWIM

HARDNESS  DAMAGE REDUCTION  COLD RESISTANCE  FIRE RESISTANCE  ACID RESISTANCE  SONIC RESISTANCE  ELECTRICITY RESISTANCE  SPELL RESISTANCE  POWER RESISTANCE

**INITIATIVE**

Dungeons & Dragons psicrystal sheet v1.0 11/3/2003 by Isalral Syde - a Photographers at Large production  
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NOTES

| PERSONALITIES | SPECIAL |
|---------------|---------|
|               |         |
|               |         |
|               |         |
|               |         |
|               |         |
|               |         |
|               |         |
|               |         |
|               |         |
|               |         |

| SPECIAL ABILITIES |     |         |
|-------------------|-----|---------|
| LVL               | INT | SPECIAL |
| 2                 | 6   |         |
| 4                 | 7   |         |
| 6                 | 8   |         |
| 8                 | 9   |         |
| 10                | 10  |         |
| 12                | 11  |         |
| 14                | 12  |         |
| 16                | 13  |         |
| 18                | 14  |         |
| 20                | 15  |         |

**Hit Dice:** Treat as the psion's character level (for effects related to Hit Dice).  
**Initiative:** Use Intelligence to determine initiative.  
**Speed:** A psicrystal has no base speed; however, when its self-propulsion ability has been activated, it has a speed as described by the ability.  
**AC:** The base AC for a psicrystal is 13 (base 10, -5 Dex, +8 size). When the self-propulsion ability of a psicrystal is activated, the Intelligence score of the psicrystal replaces Dexterity when determining AC only.

**Face/Reach:** A psicrystal that has had self-propulsion activated has a face/reach of 1/2' x 1/2' x 0.  
**Special Attacks:** While a psicrystal does not possess any innate ability to attack, it can activate a power stored in it by the power storing ability.  
**Saving Throws:** The psicrystal uses the psion's base saving throw bonuses.  
**Skills:** Use the psion's skill values.

| MAGIC ITEM                                 | MARKET PRICE                           | CASTER LEVEL                                 |
|--|--|--|
|  |  |  |
| PROPERTIES                                 | CHARGES/USES <input type="text"/>      |  |
|  |  |  |
| BONUSES GRANTED                            |  |  |
| <input type="checkbox"/> Armor _____       | <input type="checkbox"/> Haste _____   | <input type="checkbox"/> Morale _____        |
| <input type="checkbox"/> Competence _____  | <input type="checkbox"/> Sacred _____  | <input type="checkbox"/> Natural Armor _____ |
| <input type="checkbox"/> Defelction _____  | <input type="checkbox"/> Insight _____ | <input type="checkbox"/> Resistance _____    |
| <input type="checkbox"/> Enhancement _____ | <input type="checkbox"/> Luck _____    | <input type="checkbox"/> Profane _____       |

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