

character name _____ player _____
Psicrystal _____ **Fine** _____
 race size height weight crystal type



ABILITY NAME	ABILITY SCORE	MODIFIER	TEMPORARY SCORE	MODIFIER	TOTAL	WOUNDS/CURRENT HP	REGENERATION PER DAY	FLY	LAND	BURROW	SWIM	HARDNESS	DAMAGE REDUCTION	COLD RESISTANCE	FIRE RESISTANCE	ACID RESISTANCE	SONIC RESISTANCE	ELECTRICITY RESISTANCE	SPELL RESISTANCE	POWER RESISTANCE		
STR strength	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
DEX dexterity	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
CON constitution	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
INT intelligence	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
WIS wisdom	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
CHA charisma	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
INITIATIVE	<input type="text"/>																					

HP hit points

AC armor class = (ARMOR BONUS) + (SHIELD BONUS) + (DEX MODIFIER) + (SIZE MODIFIER) + (NATURAL ARMOR) + (MISC MODIFIER) + (MISC CHANCE)

REFLEX (dexterity) = (BASE SAVE) + (ABILITY MODIFIER) + (MAGIC MODIFIER) + (MISC MODIFIER) + (TEMP. MODIFIER)

FORTITUDE (constitution) = (BASE SAVE) + (ABILITY MODIFIER) + (MAGIC MODIFIER) + (MISC MODIFIER) + (TEMP. MODIFIER)

WILLPOWER (wisdom) = (BASE SAVE) + (ABILITY MODIFIER) + (MAGIC MODIFIER) + (MISC MODIFIER) + (TEMP. MODIFIER)

PERSONALITIES	SPECIAL

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.

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	

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