## **CRYPTS & CREATURES**

CRYPTS & CREATURES PSIONIC CHARACTER SHEET						Melee Attack Bonus (STR bonus + 1/2 lvl Rounded up) Ranged Attack Bonus (DEX bonus + 1/2 lvl Rounded up) Psionic Attack Bonus (MIND bonus + 1/2 lvl Rounded up)				
Character Name										
Race						Weapons	I	Damag	e	Range
Alignment										
Class / Level		Y	1							
Gender										
Height										
Weight										
Hair										
Eyes		) )				EQUIPMENT				COST
-			1							
ABILITIES	Score	Mod	lifier	/Bor	us					
STR										
DEX										
MIND										
HP (Hit Points)										
PP (Power Points)										
II (I ower I omes)	AC (Armor Cla	(22		1						
10+DEX hopus+A	Armor+Shield Bonu									
TOTDEA DOMUSTA	Thior+Shield Bonu	IS								
A magar Turna			Shie	14						
Armor Type	;		Sille							
01.11										
Skills	Rank = Lvl (for	Class S	skill)	(½ ťo	r CC)					
* = Class skill(s)	# = Cross Class	Rank	Class	Misc	Total		$\sum$			
Physical							1			
Subterfuge								G THR	OW	
Knowledge						D20 + Physical ranks + STR		(	)	Fortitude
Communication						D20 + Physical ranks + DEX	mod	(	)	Reflex
Survival						D20 + your level + MIND model = 0.000	od	(	)	Will

Skill $roll = d20 + rank + class bonus + l Ability Mod. + Misc.$
Class Features & Other Traits

Concentration

XP (Experience Points)	Coinage	Amount			
NOTES	Platinum Pieces				
	Gold Pieces				
	Silver Pieces				
	_Copper Pieces _				

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## PSIONIC POWERS SHEET

Power Points.

Name	РР	Duration	Effect	Target
2 <sup>nd</sup> Level Psionic Powers	7		1	
3 <sup>rd</sup> Level Psionic Powers				
4 <sup>th</sup> Level Psionic Powers				

## 5<sup>th</sup> Level Psionic Powers

Name	PP	Duration	Effect	Target
cth t i i i i i				
6 <sup>th</sup> Level Psionic Powers				
	/			
7 <sup>th</sup> Level Psionic Powers				
8 <sup>th</sup> Level Psionic Powers		1		
			////	
9 <sup>th</sup> Level Psionic Powers	1	1		
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