SOLIPSTRY CLA

AME	HEIGHT
LASS	WEIGHT
ACE	AGE

MAGIC POINTS

TOTAL

CURRENT

REGEN.

OCCUPATION _
ASPIRATION
BACKGROUND



SKILL	ATTR.	SCORE	SKILL MOD	TALLIES
Acrobatics	DEX*			
Alteration	WIS*			
Athletics	STR			
Block	SPD			
Chemistry	INT			
Conjuration	WIS*			
Craft/ Smith	INT			
Destruction	WIS*			
Discipline	WIS			
Disguise	CHA			
Endurance	CON*			
Engineering	INT			
Enlightenment	WIS			
Escape	DEX*			
Heal	WIS			
Heavy Armor	CON			
Interaction	CHA			
Knowledge	INT			

SKILL	ATTR.	SCORE	SKILL MOD	TALLIES
Language	INT			
Light Armor	DEX			
Melee Weapon	STR			
Nature	INT			
Perception	WIS			
Ranged Combat	DEX			
Restoration	WIS			
Ride/ Drive	DEX			
Security	DEX			
Sense Motive	WIS			
Sleight of Hand	DEX*			
Stealth	DEX*			
Unarmed Combat	STR			

ATTACK	RANGE	DAMAGE
	ATTACK	ATTACK RANGE

SCORE	MOD
	SCORE

ΔRN	MD	ſΙ	100
ΔKI	/IIIK	ы	D^{-1}

Heavy Armor AC= 12 + Heavy Armor mod
Light Armor AC= 7 + SPD or DEX mod + Light Armor mod
+1 if you are using a shield

REFLEX

Heavy Armor= SPD or DEX mod + Heavy Armor mod Light armor= 5 + SPD or DEX mod + Light Armor mod

WILL	
10 + WIS mod	

FORTITUDE 10 + CON mod

FORTUNE LCK mod

CURRENT

MOVEMENT 3+SPD

INITIATIVE SPD mod

CURRENCY

TALLIES						
7		\top			Т	

HIT POINTS TOTAL

CURRENT



	ENLIGHTENM	ENT TRUTHS		
5	+ 2 to attack rolls			
10	Increase damage of	die by 1		
15	+2 Movement			
20	Make a saving thr	OW.		
20		an detect malice and intent		
		ture within your Enlight-		
	enment range.	D 0 11711		
25	+2 AC, Fortitude, I	, , , , , , , , , , , , , , , , , , ,		
30	Heal 10 hit points			
35	+2 to all defenses	10.1.		
40	Increase damage			
40		ngible creatures within ent modifier are teleport-		
		ane or location (not within		
	5 miles).	ane of location (not within		
45	+ 4 damage			
50	+ 4 Movement			
55	,	effect a save can end.		
60	_	roll can be rolled twice.		
	Choose either res			
60	Smite: You deal 1d	8 times your Enlighten-		
		tra damage to your next		
	attack.			
65	+5 AC, Fortitude,	Reflex, or Will		
70	+5 all defenses			
75	Immune to Range	ed OR Melee attacks		
80	Gain an extra standard action.			
80		immediately remove all		
		and ailments from one		
	creature you can t			
85	Immune to harmi	1		
90	•	attack, treat it as a critical		
0.5	hit.	multiplier by r		
95	Increase damage i	шишриег ву 5		
100 100		next 10 days, you do not		
100		athe, and can withstand		
	temperatures from	*		
	ENLIGHTENN	IENI PUINIS		
Total Pool		Current		

NAME

ODELL	ОООТ	COLLOGI	FFFFOT
SPELL	COST	SCHOOL	EFFECT
EOUIP	MENT		TALENTS/ SKILL PERKS

EQUIPMENT	

TALENTS/ SKILL PERKS				



EFFECT

TALENTS/ SKILL PERKS	SPELL	COST	SCHOOL	