

SOLIPSTRY

NAME _____
CLASS _____
RACE _____

HEIGHT _____
WEIGHT _____
AGE _____

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* | | | |
| Heavy Armor | CON | | | |
| Interaction | CHA | | | |
| Knowledge | INT | | | |
| Language | INT | | | |

| SKILL | ATTR. | SCORE | SKILL MOD | TALLIES |
|-----------------|-------|-------|-----------|---------|
| Light Armor | DEX | | | |
| Medicine | WIS | | | |
| 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 | | | |
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| ATTRIBUTE | SCORE | MOD |
|--------------|-------|-----|
| Charisma | | |
| Constitution | | |
| Dexterity | | |
| Intelligence | | |
| Luck | | |
| Speed | | |
| Strength | | |
| Wisdom | | |

ARMOR CLASS

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

BASE

CURRENT

MOVEMENT

3+SPD

INITIATIVE

SPD mod

CURRENCY

TALLIES

HIT POINTS

TOTAL

CURRENT

MAGIC POINTS

TOTAL

CURRENT

REGEN.

| WEAPON/ UNARMED | ATTACK | RANGE | DAMAGE |
|-----------------|--------|-------|--------|
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

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PLAYER NAME _____



ENLIGHTENMENT TRUTHS

- 5 + 2 to attack rolls
- 10 Increase damage die by 1
- 15 +2 Movement
- 20 Make a saving throw.
- 20 Detect Evil: You can detect malice and intent to harm on a creature within your Enlightenment range.
- 25 +2 AC, Fortitude, Reflex, or Will
- 30 Heal 10 hit points
- 35 +2 to all defenses
- 40 Increase damage multiplier by 1
- 40 Exorcise: All intangible creatures within your Enlightenment modifier are teleported to a random plane or location (not within 5 miles).
- 45 + 4 damage
- 50 + 4 Movement
- 55 Save against one effect a save can end.
- 60 The next d20 you roll can be rolled twice. Choose either result.
- 60 Smite: You deal 1d8 times your Enlightenment modifier extra damage to your next attack.
- 65 +5 AC, Fortitude, Reflex, or Will
- 70 +5 all defenses
- 75 Immune to Ranged OR Melee attacks
- 80 Gain an extra standard action.
- 80 Cure Disease: You immediately remove all diseases, plagues, and ailments from one creature you can touch.
- 85 Immune to harmful spells
- 90 If you hit with an attack, treat it as a critical hit.
- 95 Increase damage multiplier by 5
- 100 + 10 to attack
- 100 Survival: For the next 10 days, you do not need to eat or breathe, and can withstand temperatures from -300 to 300°F.

ENLIGHTENMENT POINTS

Total Pool

Current

SPELL

COST

SCHOOL

EFFECT

EQUIPMENT

TALENTS/ SKILL PERKS

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