

SOLIPSTRY

NAME _____
CLASS _____
RACE _____

HEIGHT _____
WEIGHT _____
AGE _____

OCCUPATION _____
ASPIRATION _____
BACKGROUND _____

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HIT POINTS
TOTAL
CURRENT

MAGIC POINTS	
TOTAL	
CURRENT	
REGEN.	

WEAPON/ UNARMED	ATTACK	RANGE	DAMAGE

ARMOR CLASS		INITIATIVE	
REFLEX	FORTITUDE	WILL	
FORTUNE		MOVEMENT	

[illegible]

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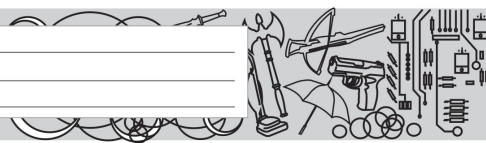
ASPIRATION _____

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ENLIGHTENMENT BONUSES

5	+ 2 to attack rolls
10	Increase damage die by 1
15	+2 Fortitude
20	+2 Reflex
20	Detect Evil: You can detect malice and intent to harm on a creature within your Enlightenment range.
25	+2 will
30	Gain regeneration 10
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 Fortitude
55	+4 Reflex
60	+4 Will
60	Smite: You deal 1d8 times your Enlightenment modifier extra damage to your next attack.
65	+5 AC
70	+5 all defenses
75	Immune to Ranged attacks
80	Immune to melee damage
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.

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