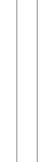
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NAME_ CLASS_ RACE_

HEIGHT WEIGHT AGE

OCCUPATION ASPIRATION BACKGROUND





SKIIT	ATTR.	SCORE	SKILL MOD	TALLIES	SKIII
Acrobatics	DEX*				Melee Weapo
Alteration	WIS*				Perception
Athletics	STR				Ranged Com
Block	SPD				Restoration
Chemistry	INT				Ride/ Drive
Conjuration	WIS*				Security
Craft	INT				Sense Motiv
Destruction	WIS*				Sleight of Ha
Disguise	CHA				Stealth
Engineering	INT				Survival
Enlightenment	CHA				Unarmed Co
Escape	DEX*				
Heavy Armor	CON				
Interaction	CHA				
Knowledge	INT				
Language	INT				
Light Armor	SPD				
Medicine	WIS				

INI	INT	SPD	WIS	ŀ
Knowledge	Language	Light Armor	Medicine	

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TOTAL

CURRENT

MAGIC POINTS	JURRENT	YEGEN.
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TALLIES															
SCORE SKILL MOD															
SCORE															
ATTR.	STR	WIS	DEX	WIS	DEX	INT	WIS	DEX*	DEX*	WIS	STR				
SKILL	Melee Weapon	Perception	Ranged Combat	Restoration	Ride/ Drive	Security	Sense Motive	Sleight of Hand	Stealth	Survival	Unarmed Combat				

DAMAGE			
RANGE			
ATTACK			
WEAPON/ UNARMED			

ATTRIBUTE	SORE	WOD
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

FORTITUDE 10 + CON mod	FORTUNE
WILL 10 + WIS mod	

INITIATIVE SPD mod CURRENT LCK mod MOVEMENT 3+SPD mod

BASE

CURRENCY

TALLES

PLAYER NAME



	TAII IOIITEAIMENT TDIITIIO
	ENLIGHTENIMENT 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 Enlight-
	enment 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 teleport-
	ed to a random plane or location (not within
	5 miles).
45	+ 5 to attack
50	+ 4 Movement
55	Save against one effect a save can end.
09	The next d20 you roll can be rolled twice.
	Choose either result.
09	Smite: You deal 1d8 times your Enlighten-
	ment 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
06	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

Current

Total Pool

	TALENTS/ SKILL PERKS
SCHOOL	
	EÛNIPMENT
SPELL SPELL	

