

NAME _____ HEIGHT _____
 CLASS _____ WEIGHT _____
 RACE _____ AGE _____

OCCUPATION _____
 ASPIRATION _____
 BACKGROUND _____

SKILL	ATTR.	SCORE	SKILL MOD	TALLIES
Acrobatics	DEX*			
Alteration	WIS*			
Athletics	STR			
Block	SPD			
Chemistry	INT			
Conjuration	WIS*			
Craft	INT			
Destruction	WIS*			
Disguise	CHA			
Engineering	INT			
Enlightenment	CHA			
Escape	DEX*			
Heavy Armor	CON			
Interaction	CHA			
Knowledge	INT			
Language	INT			
Light Armor	SPD			
Medicine	WIS			

[illegible]

HIT POINTS	
TOTAL	
CURRENT	

MAGIC POINTS	
TOTAL	
CURRENT	
REGEN.	

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
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FORTUNE LCK mod	
BASE	CURRENT
MOVEMENT 3-SPD mod	INITIATIVE SPD mod

CURRENCY

[illegible]

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	+ 5 to attack
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

[illegible][illegible]

PLAYER NAME

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