SOLIPSTRY CLA

AME	HEIGHT
LASS	WEIGHT
ACE	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			

WEAPON/ UNARMED	ATTACK	RANGE	DAMAGE

SCORE	MOD
	SCORE

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Heavy Armor AC=12 + Heavy Armor mod
Light Armor AC=72 + FD 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 PUINTS
TOTAL
CURRENT
REGEN.

MAADID DOINITO



	ENLIGHTENM	ENT TRUTHS		
5	+ 2 to attack rolls			
10	Increase damage die by 1			
15	+2 Movement			
20	Make a saving thr	ow.		
20	Detect Evil: You c	an detect malice and intent		
	to harm on a crea	ture within your Enlight-		
	enment range.			
25	+2 AC, Fortitude,			
30	Heal 10 hit points			
35	+2 to all defenses	101 11 1		
40	Increase damage	1 ,		
40		ngible creatures within ent modifier are teleport-		
		ane or location (not within		
	5 miles).	ane or location (not within		
45	+ 4 damage			
4 3 50	+ 4 Movement			
55	•	effect a save can end.		
60	U	roll can be rolled twice.		
	Choose either res	ult.		
60	Smite: You deal 1d	8 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		immediately remove all		
		and ailments from one		
0.5	creature you can i			
85 90	Immune to harmi	attack, treat it as a critical		
90	hit.	attack, treat it as a critical		
95	Increase damage multiplier by 5			
100	+ 10 to attack			
100	Survival: For the next 10 days, you do not			
		athe, and can withstand		
	temperatures from -300 to 300°F.			
	ENLIGHTENN	IFNT POINTS		
	LIILIUIIILIIII	ILITI I UIITIU		
Total Pool		Current		

NAME_

SPELL	COST	SCHOOL	EFFECT

EQUIPMENT						

TALENTS/ SKILL PERKS						

NAME



TALENTS/ SKILL PERKS	SPELL	COST	SCHOOL	EFFECT