SOLIPSTRY

NAME	Harìs Aarons
CLASS	Exile
RACE	Human

HEIGHT 5'1
WEIGHT 110
AGE 22

OCCUPATION	Chemist
ASPIRATION	
BACKGROUND	



SKILL	ATTR.	SCORE	SKILL MOD	TALLIES
Acrobatics	DEX*	12	1	
Alteration	WIS*	12	1	
Athletics	STR	11	1	
Block	SPD	12	1	
Chemistry	INT	28	2	
Conjuration	WIS*	12	1	
Craft/ Smith	INT	13	1	
Destruction	WIS*	12	1	
Discipline	WIS	12	1	
Disguise	CHA	12	1	
Endurance	CON*	28	2	
Engineering	INT	13	1	
Enlightenment	WIS	12	1	
Escape	DEX*	12	1	
Heavy Armor	CON	13	1	
Interaction	СНА	12	1	
Knowledge	INT	28	2	
Language	INT	13	1	

SKILL	ATTR.	SCORE	SKILL MOD	TALLIES
Light Armor	DEX	12	1	
Medicine	WIS	27	2	
Melee Weapon	STR	11	1	
Nature	INT	13	1	
Perception	WIS	12	1	
Ranged Combat	DEX	12	1	
Restoration	WIS	12	1	
Ride/ Drive	DEX	12	1	
Security	DEX	12	1	
Sense Motive	WIS	27	2	
Sleight of Hand	DEX*	12	1	
Stealth	DEX*	12	1	
Unarmed Combat	STR	11	1	

WEAPON/ UNARMED	ATTACK	RANGE	DAMAGE

ATTRIBUTE	SCORE	MOD
Charisma	20	2
Constitution	30	3
Dexterity	20	2
Intelligence	30	3
Luck	10	1
Speed	20	2
Strength	10	1
Wisdom	20	2

ARMOR CLASS Heavy Armor AC= 12 + Heavy Armor mod Light Armor AC= 7 + SPD or DEX mod + Light Armor r +1 if you are using a shield		
REFLEX Heavy Armor = SPD or DEX mod + Heavy Armor mo Light armor = 5 + SPD or DEX mod + Light Armor mo		
WILL 10 + WIS mod	FORTITUDE 10 + CON mod	
	14	
FORTUNE LCK mod		
BASE	CURRENT	
MOVEMENT 3+SPD	INITIATIVE SPD mod	

CURRENCY
TALLIES
IALLIES

HIT POINTS		
TOTAL 45		
CURRENT		

MAGIC POINTS		
TOTAL 100		
CURRENT		
regen. 30		



ENLIGHTENMENT TRUTHS			
_	+ 2 to attack rolls	LIVI INUTIIU	
5 10		dia by 1	
15	Increase damage die by 1 +2 Movement		
20	Make a saving thr	POW.	
20		an detect malice and intent	
20		ture within your Enlight-	
25	+2 AC, Fortitude,	Reflex, or Will	
30	Heal 10 hit points		
35	+2 to all defenses		
40	Increase damage	multiplier by 1	
40	Increase damage multiplier by 1 Exorcise: All intangible creatures within your Enlightenment modifier are teleport- ed to a random plane or location (not within 5 miles).		
45	+ 4 damage		
50	+ 4 Movement		
55	Save against one e	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		
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		
100		athe, and can withstand	
	temperatures from -300 to 300°F.		
ENLIGHTENMENT POINTS			
Total Pool		Current	

NAME_

SPELL	COST	SCHOOL	EFFECT

EQUIPMENT						

TALENTS/ SKILL PERKS					
+1 Fortitude (Endurance Bonus)					

NAME



TALENTS/ SKILL PERKS	SPELL	COST	SCHOOL	EFFECT
A sickly scientist whose scarred skin is permanently				
dyed blue from a lab explosion in her youth. Wracked				
with survivor's guilt, self-consciousness, and fear of				
retribution from the lawless families of her not-so-fortunate				
lab-mates, she left home with no trace, and so far only				
her brother has managed to track her down.				