# SOLIPSTRY CLA

AME	HEIGHT
LASS	WEIGHT
ACE	AGE

OCCUPATION _
<b>ASPIRATION</b>
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*			
Heal	WIS			
Heavy Armor	CON			
Interaction	CHA			
Knowledge	INT			

SKILL	ATTR.	SCORE	SKILL MOD.	TALLIES
Language	INT			
Light Armor	DEX			
Melee Weapon	STR			
Nature	INT			
Perception	WIS			
Pickpocket/ Sleight	DEX*			
Ranged Combat	DEX			
Restoration	WIS			
Ride/ Drive	DEX			
Security	DEX			
Sense Motive	WIS			
Stealth	DEX*			
Unarmed Combat	STR			

	HIT POINTS
TOTAL	
CURRENT	

MAGIC POINTS		
TOTAL		
CURRENT		
REGEN.		

WEAPON/ UNARMED	ATTACK	RANGE	DAMAGE

SCORE	MOD.
	SCORE

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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 mor	ł

FORTITUDE 10 + CON mod.

#### FORTUNE LCK mod.

Base

Current

### MOVEMENT 3+SPD

INITIATIVE SPD mod.

## CURRENCY

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ENLIGHTENMENT TRUTHS				
5	+ 2 to attack rolls			
10	Increase damage of	die by 1		
15	+2 Movement			
20	Make a saving thr			
20		an detect malice and intent		
	to harm on a crea	ture 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 i			
40		ngible creatures within		
		ent modifier are teleport-		
	_	ane or location (not within		
	5 miles).			
45	+ 4 damage			
50	+ 4 Movement			
55	Gain an extra mo			
60		roll can be rolled twice.		
( -	Choose either res			
60		8 times your Enlighten-		
		tra damage to your next		
65	attack.			
70	+5 AC, Fortitude, Reflex, or Will +5 all defenses			
75 75	Immune to Ranged attacks			
73 80	Immune to melee damage			
80		immediately remove all		
		and ailments from one		
	creature you can t			
85	Immune to harmi			
90		attack, treat it as a critical		
,	hit.	ŕ		
95	Increase damage i	multiplier by 5		
100	+ 10 to attack			
100		next 10 days, you do not		
		athe, and can withstand		
	temperatures from	n -300 to 300°F.		
	ENLIGHTENN	IENT POINTS		
T ( 1 D 1		Commont		
Total Pool		Current		

NAME

SPELL	COST	SCHOOL	EFFECT
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EQUIPMENT						

TALENTS/ SKILL PERKS					



EFFECT

TALENTS/ SKILL PERKS	SPELL	COST	SCHOOL	