SOLIPSTRY PLAY RACE

AME	HEIGHT
AYER	WEIGHT
ACE	AGF

OCCUPATION	
ASPIRATION	
BACKGROUND	



ATTRIBUTE	SCORE	MOD
Charisma		
Constitution		
Dexterity		
Intelligence		
Luck		
Speed		
Strength		
Wisdom		

Strength	I)
Wisdom	I)
	E	3
ARMOR CLASS Heavy Armor AC= 12 + Heavy Armor mod + CON mod	F	21
Light Armor AC= 7 + SPD or DEX mod + Light Armor mod +1 if you are using a shield	F	31
	E	3
	T	т

TOTAL

CURRENT

REFLEX Heavy Armor= 5+ SPD or DEX mod + (Heavy Armor mod/2) Light armor= 10+ SPD or DEX mod		
WILL 10 + WIS mod	FORTITUDE 10 + CON mod	
	RTUNE K mod	
BASE	CURRENT	
MOVEMENT 3+SPD mod	INITIATIVE SPD mod	

	_
TALLIES	

CURRENCY

SKILL	ATTR.	SCORE	SKILL MOD	TALLIES
Acrobatics	DEX*			
Athletics	STR			
Block	SPD			
Chemistry	INT			
Control	WIS*			
Craft	INT			
Destruction	WIS*			
Disguise	СНА			
Engineering	INT			
Enhancement	WIS*			
Enlightenment	СНА			
Escape	DEX*			
Heavy Armor	CON			
Interaction	СНА			
Knowledge	INT			

HIT POINTS	ABILITY POINTS
	TOTAL
	CURRENT
	REGEN.

SKILL	ATTR.	SCORE	SKILL MOD	TALLIES
Light Armor	SPD			
Medicine	WIS			
Melee Weapon	STR			
Perception	WIS			
Ranged Combat	DEX			
Ride/ Drive	DEX			
Security	INT			
Sense Motive	WIS			
Sleight of Hand	DEX*			
Stealth	DEX*			
Survival	WIS			
Unarmed Combat	STR			
Utility	WIS*			

WEAPON/ UNARMED	ATTACK	AUGMENT	RANGE	DAMAGE
ADDITIONAL INFO				
ADDITIONAL INFO				
ADDITIONAL INFO				
ADDITIONAL INFO				



	ENLIGHTENM	ENT TRUTHS		
5	+ 2 to attack rolls			
10	Increase damage die by 1			
15	+2 Movement			
20	Make a saving thr			
20	Detect Evil: You c	an detect malice and intent		
	to harm on a creat enment range.	ture within your Enlight-		
25	+2 AC, Fortitude, l	Reflex or Will		
30	Heal 10 hit points			
35	+2 to all defenses			
40	Increase damage	multiplier by 1		
40		angible creature within		
, •		ent Modifier Range is		
		ndom plane or location		
	(not within 5 mile	-		
45	+ 5 to attack			
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 res	ult.		
60	Smite: You deal 1d8 times your Enlighten-			
	ment modifier ex	tra damage to your next		
	attack.			
65	-			
•	9			
	8			
80		•		
Q.F				
•		*		
90	hit.	dilack, fredi it as a critical		
95	Increase damage i	multiplier by 5		
100	+ 10 to attack			
100	Survival: For the	next 10 days, you do not		
		,		
	temperatures from	n -300 to 300°F.		
ENLIGHTENMENT POINTS				
T . 1D 1		Current		
70 75 80 80 85 90 95 100	ment modifier extra damage to your next attack. +5 AC, Fortitude, Reflex, or Will +5 all defenses Immune to Ranged OR Melee attacks Gain an extra standard action. Cure Disease: You immediately remove all diseases, plagues, and ailments from one creature you can touch. Immune to harmful spells If you hit with an attack, treat it as a critical hit. Increase damage multiplier by 5 + 10 to attack 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			

NAME_

ABILITY	COST	SCHOOL	EFFECT

EQUIPMENT						

TALENTS/ SKILL PERKS						

NAME



TALENTS/ SKILL PERKS	ABILITY	COST	SCHOOL	EFFECT