

NAME	HEIGHT	OCCUPATION	
CLASS	WEIGHT	ASPIRATION	
RACE	AGE	BACKGROUND	

SKILL	ATTR.	SCORE	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	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			
		\Box		

ATTRIBUTE	SCORE	MOD.
Charisma		
Constitution		
Dexterity		
Intelligence		
Luck		
Speed		
Strength		
Wisdom		

ARMOR CLASS		l l	NITIATIVE
REFLEX	FORT	ITUDE	WILL
FORTUNE		N	OVEMENT

CURRENCY	ı
	ı
	ı

	HIT	T POINTS	
TOTAL			
CURRE	ENT		

	MAGIC POINTS
TOTAL	
CURRENT	
REGEN.	

WEAPON/ UNARMED	ATTACK	RANGE	DAMAGE

TALLIES		

SOLIPSTRY	NAMECLASSRAGE	HEIGHT WEIGHT AGE	OCCUPATION ASPIRATION BACKGROUND		
					3000

	ENLIGHTENMENT BONUSES
5	+ 2 to attack rolls
10	Increase damage die by 1
15	+2 Fortitude
20	+2 Reflex
20	Detect Evil: You can detect malice and intent to harm on a creature within your Enlight- enment range.
25	+2 will
30	Gain regeneration 10
35	+2 to all defenses
40	Increase damage multiplier by 1
40	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 Fortitude
55	+4 Reflex
60	+4 Will
60	Smite: You deal 1d8 times your Enlighten-
ment	modifier extra damage to your next attack.
65	+5 AC
70	+5 all defenses
75	Immune to Ranged attacks
80	Immune to melee damage
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.

TALENTS
EQUIPMENT

SPELL	EFFECT