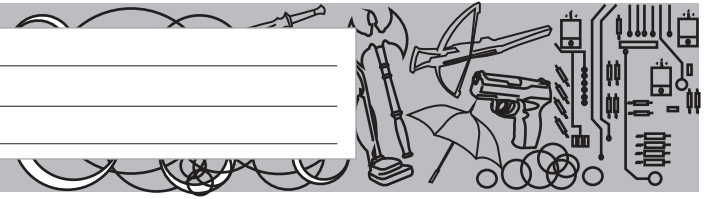


SOLIPSTRY

NAME _____
CLASS _____
RACE _____

HEIGHT _____
WEIGHT _____
AGE _____

OCCUPATION _____
 ASPIRATION _____
 BACKGROUND _____



SKILL	ATTR.	SCORE	SKILL MOD	TALLIES
Acrobatics	DEX*			
Alteration	WIS*			
Athletics	STR			
Block	SPD			
Chemistry	INT			
Conjuration	WIS*			
Craft	INT			
Destruction	WIS*			
Disguise	CHA			
Engineering	INT			
Enlightenment	CHA			
Escape	DEX*			
Heavy Armor	CON			
Interaction	CHA			
Knowledge	INT			
Language	INT			
Light Armor	SPD			
Medicine	WIS			

[illegible]

ATTRIBUTE	SCORE	MOD
Charisma		
Constitution		
Dexterity		
Intelligence		
Luck		
Speed		
Strength		
Wisdom		

ARMOR CLASS

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

<p>WILL 10 + WIS mod</p>	<p>FORTITUDE 10 + CON mod</p>

FORTUNE LCK mod	
BASE	CURRENT

MOVEMENT 3+SPD mod	INITIATIVE SPD mod

CURRENCY

TALLIES							

HIT POINTS
TOTAL
CURRENT

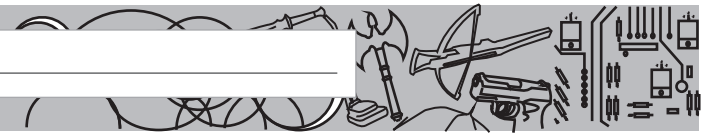
MAGIC POINTS	
TOTAL	
CURRENT	
REGEN.	

WEAPON/ UNARMED	ATTACK	RANGE	DAMAGE

SOLIPSTRY

NAME _____

PLAYER NAME _____



ENLIGHTENMENT TRUTHS

- 5 + 2 to attack rolls
- 10 Increase damage die by 1
- 15 +2 Movement
- 20 Make a saving throw.
- 20 Detect Evil: You can detect malice and intent to harm on a creature within your Enlightenment range.
- 25 +2 AC, Fortitude, Reflex, or Will
- 30 Heal 10 hit points
- 35 +2 to all defenses
- 40 Increase damage multiplier by 1
- 40 Exorcise: All intangible creatures within your Enlightenment modifier are teleported to a random plane or location (not within 5 miles).
- 45 + 5 to attack
- 50 + 4 Movement
- 55 Save against one 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 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 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.

ENLIGHTENMENT POINTS

Total Pool

Current

SPELL

COST

SCHOOL

EFFECT

EQUIPMENT

TALENTS/ SKILL PERKS

SOLIPSTRY

NAME _____

PLAYER NAME

[illegible][illegible]