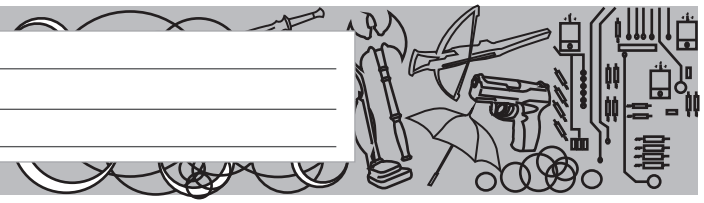
SOLIPSTRY

NAME _____ HEIGHT _____ OCCUPATION _____

CLASS _____ WEIGHT _____ ASPIRATION _____

RACE _____ AGE _____ 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			

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

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

WILL

10 + WIS mod

FORTITUDE

10 + CON mod

FORTUNE

LCK mod

BASE | CURRENT

MOVEMENT

3+SPD mod

INITIATIVE

SPD mod

CURRENCY

TALLIES

HIT POINTS

TOTAL

CURRENT

MAGIC POINTS

TOTAL

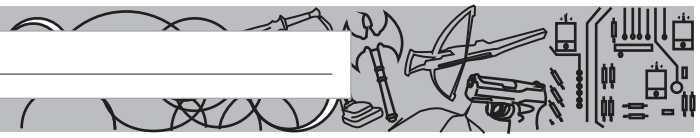
CURRENT

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 ______________________________

TALENTS/ SKILL PERKS

SPELL	COST	SCHOOL	EFFECT