SOLIPSTRY

NAME	HEIGHT	OCCUPATION
PLAYER	WEIGHT	ASPIRATION
RACE	AGE	BACKGROUND

ATTRIBUTE	SCORE	MOD
Charisma		
Constitution		
Dexterity		
Intelligence		
Luck		
Speed		
Strength		
Wisdom		

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

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*			

ARMOR CLASS

Heavy Armor AC= 12 + Heavy Armor mod + CON mod
Light Armor AC= 7 + SPD or DEX mod + Light Armor mod
+1 if you are using a shield

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

FORTUNE

LCK mod

BASE | CURRENT

MOVEMENT

3+SPD mod

INITIATIVE

SPD mod

CURRENCY

TALLIES

HIT POINTS

TOTAL

CURRENT

ABILITY POINTS

TOTAL

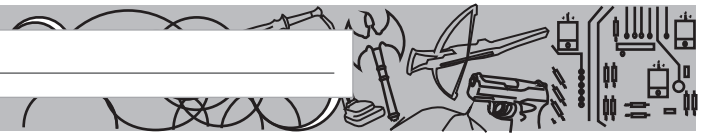
CURRENT

REGEN.

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

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: One intangible creature within your Enlightenment Modifier Range is 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

ABILITY	COST	SCHOOL	EFFECT

EQUIPMENT

TALENTS/ SKILL PERKS

SOLIPSTRY

NAME ______________________ PLAYER NAME ______________________

TALENTS/ SKILL PERKS

ABILITY	COST	SCHOOL	EFFECT