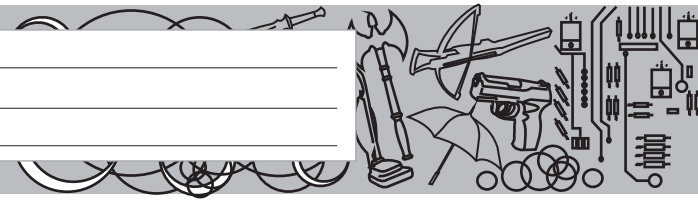


# SOLIPSTRY

NAME \_\_\_\_\_  
 PLAYER \_\_\_\_\_  
 RACE \_\_\_\_\_

HEIGHT \_\_\_\_\_  
 WEIGHT \_\_\_\_\_  
 AGE \_\_\_\_\_

OCCUPATION \_\_\_\_\_  
 ASPIRATION \_\_\_\_\_  
 BACKGROUND \_\_\_\_\_



ATTRIBUTE	SCORE	MOD
Charisma		
Constitution		
Dexterity		
Intelligence		
Luck		
Speed		
Strength		
Wisdom		

SKILL	ATTR.	SCORE	SKILL MOD	TALLIES

SKILL	ATTR.	SCORE	SKILL MOD	TALLIES

**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**  
 1,5 \* CON score

TOTAL

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CURRENT

**ABILITY POINTS**  
 5 \* WIS score

TOTAL

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CURRENT

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REGEN.  
 INT score

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