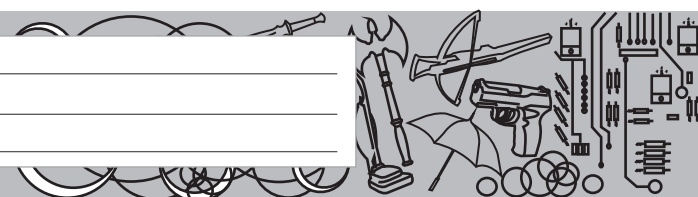


SOLIPSTRY

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/ Smith	INT			
Destruction	WIS*			
Discipline	WIS			
Disguise	CHA			
Endurance	CON*			
Engineering	INT			
Enlightenment	WIS			
Escape	DEX*			
Heavy Armor	CON			
Interaction	CHA			
Knowledge	INT			
Language	INT			

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

INITIATIVE
 SPD mod

CURRENCY

HIT POINTS

TOTAL _____

CURRENT _____

MAGIC POINTS

TOTAL _____

CURRENT _____

REGEN. _____

WEAPON/ UNARMED	ATTACK	RANGE	DAMAGE

TALLIES
