SOLIPSTRY

NAME	Edgar Aarons	HEIGHT	5'10	OCCUPATION	
CLASS		WEIGHT	130	ASPIRATION	
RACE	Human	AGE	17	BACKGROUND	Street Rat

SKILL	ATTR.	SCORE	SKILL MOD	TALLIES
Acrobatics	DEX*	13	1	
Alteration	WIS*	12	1	
Athletics	STR	11	1	
Block	SPD	28	2	
Chemistry	INT	11	1	
Conjuration	WIS*	12	1	
Craft/ Smith	INT	11	1	
Destruction	WIS*	--	--	
Discipline	WIS	12	1	
Disguise	CHA	12	1	
Endurance	CON*	12	1	
Engineering	INT	11	1	
Enlightenment	WIS	12	1	
Escape	DEX*	28	2	
Heavy Armor	CON	12	1	
Interaction	CHA	12	1	
Knowledge	INT	11	1	
Language	INT	11	1	

SKILL	ATTR.	SCORE	SKILL MOD	TALLIES
Light Armor	DEX	13	1	
Medicine	WIS	12	1	
Melee Weapon	STR	11	1	
Nature	INT	11	1	
Perception	WIS	27	2	
Ranged Combat	DEX	13	1	
Restoration	WIS	12	1	
Ride/ Drive	DEX	28	2	
Security	DEX	13	1	
Sense Motive	WIS	12	1	
Sleight of Hand	DEX*	13	1	
Stealth	DEX*	13	1	
Unarmed Combat	STR	29	2	

ATTRIBUTE	SCORE	MOD
Charisma	20	2
Constitution	20	2
Dexterity	30	3
Intelligence	10	1
Luck	20	2
Speed	30	3
Strength	10	1
Wisdom	20	2

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

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REFLEX

Heavy Armor= SPD or DEX mod + Heavy Armor mod
Light armor= 5 + SPD or DEX mod + Light Armor mod

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WILL	FORTITUDE
10 + WIS mod	10 + CON mod
12	12

FORTUNE

LCK mod

BASE 2 | CURRENT

MOVEMENT	INITIATIVE
3+SPD	SPD mod
6	3

HIT POINTS

TOTAL 30

CURRENT

MAGIC POINTS

TOTAL 100

CURRENT

REGEN. 10

WEAPON/ UNARMED	ATTACK	RANGE	DAMAGE
Unarmed	+2	adj	1d2 * 2
Pocket Knife	+1	adj	1d4

CURRENCY

TALLIES

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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	+ 4 damage
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
Speed Burst	75	Alteration	+2 to all defenses, movement is multiplied by 2.
Permafrost	35	Conjuration	Create zone w/i 3 squares of you. Every creature who moves through zone saves or falls prone (sustain 15)
Relinquish	30	Alteration	One lock, bond, or restraining device you are touching breaks.
Inspire Allies I	90	Restoration	You and all allies w/i 5 gain +1 attack, saving throws, damage multiplier (sustain 50)

EQUIPMENT

- Rocket Skates
- Hair dye (assorted colors)
- Lockpicking kit
- Handcuffs
- Rope (15 feet)
- Cord (1cm diameter, 40 feet)
- Pocket Knife

TALENTS/ SKILL PERKS

- On a successful Block, attacker takes 1 damage (Block bonus)
- +2 to checks made to restrain another (escape bonus)
- +2 to checks made to find hidden doors (Perception bonus)
- Can use Ride/Drive instead of Interaction to mount creatures (Ride/Drive bonus)
- Can make 2 unarmed attacks per round
- Skill Specialization (Unarmed Combat) —+3 to Unarmed Combat

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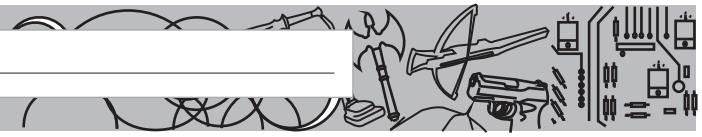

TALENTS/ SKILL PERKS
A snarky adrenaline junkie who pushes his body's limits
with his beloved rocket skates. He started dying his hair
Shortly after his sister's accident, and now it changes
Color with the passing of the days.
Removed Destruction skill for an extra Alteration spell.

SPELL	COST	SCHOOL	EFFECT