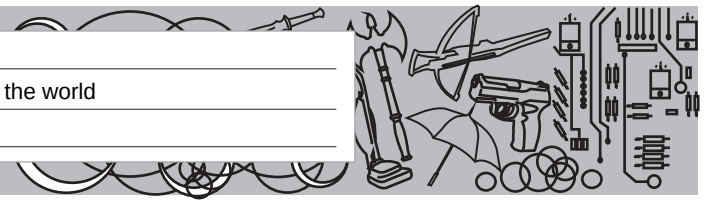
SOLIPSTRY

NAME Jason Timbers
CLASS
RACE Human

HEIGHT 6'0
WEIGHT 160 lbs
AGE 16

OCCUPATION
ASPIRATION To find his place in the world
BACKGROUND



SKILL	ATTR.	SCORE	SKILL MOD	TALLIES
Acrobatics	DEX*	12	1	
Alteration	WIS*	12	1	
Athletics	STR	12	1	
Block	SPD	12	1	
Chemistry	INT	12	1	
Conjuration	WIS*	12	1	
Craft/ Smith	INT	12	1	
Destruction	WIS*	12	1	
Discipline	WIS	12	1	
Disguise	CHA	12	1	
Endurance	CON*	12	1	
Engineering	INT	12	1	
Enlightenment	WIS	12	1	
Escape	DEX*	12	1	
Heavy Armor	CON	12	1	
Interaction	CHA	12	1	
Knowledge	INT	27	2	
Language	INT	27	2	

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

ATTRIBUTE	SCORE	MOD
Charisma	20	2
Constitution	20	2
Dexterity	20	2
Intelligence	20	2
Luck	20	2
Speed	20	2
Strength	20	2
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

10

REFLEX

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

8

WILL

10 + WIS mod

12

FORTITUDE

10 + CON mod

12

FORTUNE

LCK mod

BASE 2 | CURRENT

MOVEMENT

3+SPD

5

INITIATIVE

SPD mod

2

HIT POINTS

TOTAL 30

CURRENT

MAGIC POINTS

TOTAL 100

CURRENT

REGEN. 20

WEAPON/ UNARMED	ATTACK	RANGE	DAMAGE
Sling	+2	4	d4 x 2
Unarmed	+1	adj	d2

CURRENCY

TALLIES

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	+ 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
Lesser Heal	40	Restoration	You or adjacent ally regains 5 hip
Mass Deafen	45	Destruction	Dest vs Will on each creature w/i 3. If hit, deafened for turn.
Enlarge	60	Alteration	object you are touching increases to 5x size for 24 hours. Weight doesn't change. takes 18 seconds.
Debris Slam	60	Conjuration	Conj vs Ref one w/i conj Range. If hit, 1d8 x conj modifier damage

EQUIPMENT

- Sling
- Pellets (20)
- Birdseed
- Maps (local, regional, national)
- Book (poetry)
- Book (Natural animals)
- Book (Story collection)

TALENTS/ SKILL PERKS

- No penalty to Interaction check to frighten with no shared language (Language bonus)
- Always know Cardinal Directions (Nature Bonus)
- On critical hit with Ranged, target grants combat advantage for a turn (Ranged bonus)
- Running conveys no penalty to stealth (Stealth bonus)
- Theft of Luck—Ally w/i 5 loses fortune point, takes -1 to next roll. You an +1 to next roll
- Spring Step—Can stand as minor action (Knowledge bonus Talent)

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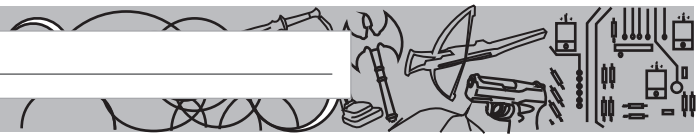

TALENTS/ SKILL PERKS

A jovial youth trying to find his place in the world, and picking up an eclectic set of skills along the way, while slowly learning that keeping one's head down is the best way to avoid trouble.

SPELL | COST | SCHOOL | EFFECT