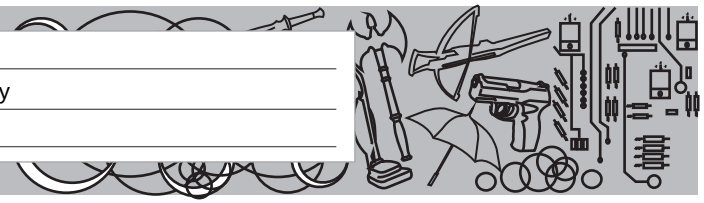
SOLIPSTRY

NAME	Rickley TImbers	HEIGHT	7'6	OCCUPATION	Carpenter
CLASS	Nomadic warcarpenter	WEIGHT	380	ASPIRATION	Ensure Son's safety
RACE	Human (Large)	AGE	49	BACKGROUND	



SKILL	ATTR.	SCORE	SKILL MOD	TALLIES
Acrobatics	DEX*	07	1	
Alteration	WIS*	07	1	
Athletics	STR	28	2	
Block	SPD	11	1	
Chemistry	INT	12	1	
Conjuration	WIS*	11	1	
Craft/ Smith	INT	27	2	
Destruction	WIS*	07	1	
Discipline	WIS	11	1	
Disguise	CHA	12	1	
Endurance	CON*	09	1	
Engineering	INT	27	2	
Enlightenment	WIS	11	1	
Escape	DEX*	07	1	
Heavy Armor	CON	28	2	
Interaction	CHA	12	1	
Knowledge	INT	12	1	
Language	INT	12	1	

SKILL	ATTR.	SCORE	SKILL MOD	TALLIES
Light Armor	DEX	11	1	
Medicine	WIS	11	1	
Melee Weapon	STR	28	2	
Nature	INT	12	1	
Perception	WIS	11	1	
Ranged Combat	DEX	11	1	
Restoration	WIS	11	1	
Ride/ Drive	DEX	11	1	
Security	DEX	11	1	
Sense Motive	WIS	11	1	
Sleight of Hand	DEX*	07	1	
Stealth	DEX*	02	1	
Unarmed Combat	STR	13	1	

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

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

14

REFLEX

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

2

WILL	FORTITUDE
10 + WIS mod	10 + CON mod
11	13

FORTUNE

LCK mod

BASE 3 | CURRENT

MOVEMENT	INITIATIVE
3+SPD	SPD mod
4	1

HIT POINTS

TOTAL 45

CURRENT

MAGIC POINTS

TOTAL 50

CURRENT

REGEN. 20

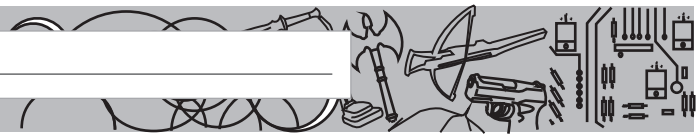
WEAPON/ UNARMED	ATTACK	RANGE	DAMAGE
Warhammer (2h)	+3	adj	1d8 x 3
Throwing Hammer	+1	2	1d4

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
Alter Mind	25	Alteration	You gain a +1 bonus to your next Interaction check
Call Fog	35	Conjuration	You and all creatures w/i 3 are blinded while w/i 3 squares (sustain 15)
Empulse I	40	Destruction	Dest vs Ref all w/i 2. If hit, knocked prone or pushed 2 (you choose)
Lesser Heal	40	Restoration	You or adjacent ally regains 5 hp

EQUIPMENT

- Suit of Shingles (armor)
- Warhammer
- Nails (90)
- Hammer (15)
- Toolkit
- Caltrops
- Rope (20 feet)
- Hooks (5)
- Pocket knife (2)
- Chain (10 ft)
- Flint and steel

TALENTS/ SKILL PERKS

- +2 Interaction checks to seduce or woo (Athletics bonus)
- You gain a +1 bonus to attack rolls when using a weapon you created (craft/smith bonus) (N/A)
- You can figure out the design and use of a device by looking at it (Engineering bonus)
- Heavy armor penalty halved (Heavy armor bonus)
- On a critical hit w/ melee weapon, target is slowed for a turn (melee weapon bonus)
- Commanding presence–Can mark target of next melee attack for a turn (minor action)

SOLIPSTRY

NAME ______________________ PLAYER NAME ______________________

TALENTS/ SKILL PERKS
A boisterously bearded man who left his life's work of carpentry
behind when his son expressed a disinterest in pursuing it.
Now they travel together, looking for a good enough rason
to settle down.

SPELL	COST	SCHOOL	EFFECT