

Ja'thera

CHARACTER NAME

Trista Woolnough

PLAYER NAME

DEITY

None

REGION

Chaotic Good

ALIGNMENT

d8E 2  
CLASS

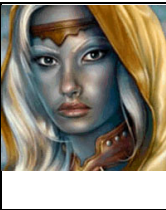
Elf, Drow  
RACE

Medium  
SIZE

5' 0"  
HEIGHT

98 lbs.  
WEIGHT

Darkvision (120 ft.)  
VISION



2/3  
Character Level/ECL

2000 / 6000  
EXP / NEXT LEVEL

120  
AGE

Female  
GENDER

Icy Blue  
EYES

Pale Blond, Long to Knees  
HAIR

POINTS

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
<b>STR</b> Strength	10		+0		
<b>DEX</b> Dexterity	18		+4		
<b>CON</b> Constitution	10		+0		
<b>INT</b> Intelligence	18		+4		
<b>WIS</b> Wisdom	10		+0		
<b>CHA</b> Charisma	20		+5		

WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED			
<b>HP</b> hit points	14											Walk 30 ft.			
<b>AC</b> armor class	17	13	15	10	2	0	4	0	0	0	0	0	1		
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	REFLECTION	DODGE	MISC	MISS CHANCE		ARCANE SPELL FAILURE

<b>INITIATIVE</b> modifier	+4	=	+4	=	+0
TOTAL		DEX MODIFIER		MISC MODIFIER	
<b>BASE ATTACK</b> bonus	+4				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers +2 on Saves versus Enchantment Spells and Effects. +2 on Will saves against spells and spell-like abilities. Immune to Sleep Effects.
<b>FORTITUDE</b> (constitution)	+2	=	+2	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+6	=	+2	+4	+0	+0		
<b>WILL</b> (wisdom)	+2	=	+2	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+1	=	+4	+0	+0	-3	+0
<b>RANGED</b> attack bonus	+5	=	+4	+4	+0	-3	+0
<b>GRAPPLE</b> attack bonus	+1	=	+4	+0	+0	-3	+0

<b>Martial Arts</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+5	1d4+0	20/x2	5 ft.

<b>*Sword, Short</b>				HAND	TYPE	SIZE	CRITICAL	REACH
				Primary	P	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam			
1H-P	+9	1d6	2W-P-(OH)	+3	1d6			
1H-O	+5	1d6	2W-P-(OL)	+5	1d6			
2H	+9	1d6	2W-OH	+1	1d6			
<b>Special Properties</b>								

\*: weapon is equipped  
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Leather	Light	+2	+6	+0	10

TOTAL SKILLPOINTS: 30		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS: 5/2.5	MISC MODIFIER
✓	Acrobatics	DEX	4	=	4			
✓	Appraise	INT	4	=	4			
✓	Athletics	STR	0	=	0			
✓	Craft (Untrained)	INT	4	=	4			
✓	Deception	CHA	10	=	5 + 5			
✓	Deception (Act in character)	CHA	12	=	5 + [5] + 2			
✓	Endurance	CON	0	=	0			
✓	Gather Information	CHA	5	=	5			
✓	Heal	WIS	0	=	0			
✓	Insight	WIS	5	=	0 + 5			
✓	Martial Arts (Dexterity Based)	DEX	9	=	4 + 5			
✓	Perception	WIS	7	=	0 + 5 + 2			
✓	Perform (Dance)	CHA	12	=	5 + 5 + 2			
✓	Perform (Sing)	CHA	10	=	5 + 5			
✓	Persuasion	CHA	12	=	5 + 5 + 2			
✓	Persuasion (Diplomacy)	CHA	14	=	5 + [5] + 4			
✓	Ride	DEX	4	=	4			
✓	Stealth	DEX	4	=	4			
✓	Survival	WIS	0	=	0			
✓	Survival (Find or follow tracks)	WIS	2	=	0 + 2			
✓	Thievery	DEX	9	=	4 + 5			
✓	Thievery (Sleight of Hand)	DEX	11	=	4 + [5] + 2			
✓	Use Rope	DEX	4	=	4			
					=	+	+	
					=	+	+	

<b>Conditional Modifiers:</b>
Detect Secret Doors passing within 5 feet on Perception Check

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Leather	Equipped	1	15.0	10.0	
Sword, Short	Equipped	1	2.0	10.0	
TOTAL WEIGHT CARRIED/VALUE			17 lbs. 20.0 gp		

WEIGHT ALLOWANCE					
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

LANGUAGES	
Common, Draconic, Drow Sign Language, Elven, Halfling, Low Common, Undercommon	

Special Attacks	
<b>Augment Attack / Sneak Attack d8 (3x)</b>	[Eclipse, p.50]
Sneak attack +3d8	
<b>Warcraft</b>	[Eclipse, p.10]
+1 BAB	
<b>Warcraft / Weapon Focus (Sword (Short))</b>	[Eclipse, p.10]
Increase selected weapon to hit by +1	

Special Qualities	
<b>Death and Dying</b>	[Eclipse]
Disabled 0 HP till -0, Dying -1 and Dead -11	
<b>Armor Proficiency (Light)</b>	[Eclipse, p.49]
Proficient with Light Armors	
<b>Weapon Proficiency (All Simple Weapons)</b>	[Eclipse, p.49]
Grants Proficiency with all simple weapons.	

Recurring Bonuses	
<b>Duties (Ideals)</b>	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+4 total CP].	
<b>Fast Learner (Focused on Skills)</b>	[Eclipse, p.17]
+2 CP towards Skills per level. [+4 total Skill Points Granted].	

DISADVANTAGES	
<b>Dependent (Dice)</b>	[Eclipse, p.18]
You require the listed items to function.	
<b>Outcast (Drow Elf)</b>	[Eclipse, p.19]
You are outcast.	
<b>Secret (GM Secret)</b>	[Eclipse, p.19]
You have a secret.	
<b>Valuable</b>	[Eclipse, p.20]
You have value to others.	

Eclipse Abilities	
<b>Character Points Total</b>	[Eclipse]
Character Points Total 98, Bonus Feats have added 12 CP, Disadvantages have added 10 CP, Duties adds 4 CP, HD 8 deducts 8 CP	
<b>Adept (Deception, Perform (Dance), Thievery, Insight)</b>	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
<b>Awareness</b>	[Eclipse, p.25]
Retain your Dex bonus when flat-footed or attacked by an invisible assailant and save without penalty against surprises.	
<b>Finesse (Dexterity replaces Strength for Attack)</b>	[Drew, p.32]
(6 CP). A character with Finesse may replace one attribute modifier with another in some fairly common situation, such as for a particular saving throw.	
<b>Immunity / Sleep Effects</b>	[Eclipse, p.34]
(Uncommon/Minor/Major, 3 CP)	
<b>Inherent Spell / Drow</b>	[Eclipse, p.33]
Darkness (L2, Corrupted/only usable once per day, 4 CP), Dancing lights (L0) and Faerie Fire (L1), taken as a pair of L0-L1 effects normally usable twice per day each, Specialized/only usable once per day each (3 CP).	
<b>Innate Enchantment</b>	[Eclipse, p.34]
adds innate power that may duplicate the effects of a magical item or items valued at up to 5000 GP [Currently at 5000 GP] (according to the standard d20 rules). The character must pay twice the normal experience point cost to create said item. For every +1 additional CP invested, these innate enchantments rise in value by 1000 GP.	
<b>Innate Enchantment / Stylish (Clean Clothing)</b>	[Eclipse]
Your clothing - and person - is always clean and well-tended.	
<b>Innate Enchantment / Expertise (Weapon Mastery) (Sword (Short))</b>	[Eclipse]
You gain a +3 BAB with a particular weapon.	
<b>Innate Enchantment / Sun Eyes (Sensory Warding)</b>	[Eclipse]
You are immune to penalties for excessive illumination and gain a +4 bonus on saves against bright light, such as Color Spray.	
<b>Innate Enchantment / Enhanced Attribute (+2 Intelligence)</b>	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Intelligence	
<b>Innate Enchantment / Enhanced Attribute (+2 Charisma)</b>	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Charisma	
<b>Mystic Artist</b>	[Eclipse, p.38]
Mystic Artists inspire and manipulate others through art. While music, dance, and oratory are the most common forms, storytelling, painting, or architecture also work. See page 84.	
<b>Occult Sense / Detect Secret Doors</b>	[Eclipse, p.38]
(Specialized: requires a Search check and passing within 5 feet, 3 CP)	
<b>Occult Sense / Extended Darkvision</b>	[Eclipse, p.38]
You have Darkvision (120'), Specialized/user is susceptible to light blindness. Abrupt exposure to bright light will blind him or her for one round and leave them dazzled as long as they remain exposed (6 CP).	
<b>Spell Resistance</b>	[Eclipse, p.45]
(6 CP). The character gains Spell Resistance which rises with his or her level, rated at (5 + character level),. Spell Resistance = 12	
<b>Spell Resistance / Improved</b>	[Eclipse, p.45]
(+6 CP) increases the resistance by +5. This may be bought twice.	

Martial Arts	
<b>Martial Arts Basic / Defenses</b>	[Eclipse, p.81]
Gain additional +1 each time taken [currently +1] bonus to AC when you are unarmored or lightly armored.	
<b>Martial Arts Basic / Strike</b>	[Eclipse, p.81]
You may deal lethal or nonlethal damage at will without penalty. Your base damage is at least 1d4. This may only be taken once.	
<b>Martial Arts Basic / Synergy (Perform (Dance))</b>	[Eclipse, p.81]
You gain +2 on any related skill. Each time this is taken it applies to a different skill. Common synergies include Tumble, Heal, and Move Silently, but others are possible.	
<b>Martial Arts Advanced / Instant Stand</b>	[Eclipse, p.81]
You may stand up as a Free Action if unarmored or in light armor.	
<b>Martial Arts Advanced / Prone Combat</b>	[Eclipse, p.81]
You take no penalties and opponents gain no bonuses when you lie on the ground.	

## Mystic Artist Abilities

### Mystic Artist

[Eclipse, p.84]

Usable 2/day, DC 20

### Inspiration Skill 03 ~ Emotion

[Eclipse, p.85]

You can make everyone in the area feel any strong emotion you care to evoke for up to five rounds after you cease to perform or after they leave the area of your art. In combat you may target either allies or enemies, providing/inflicting a morale bonus/penalty of up to +3/-3 on saves against mind-affecting powers and on attacks and damage. Out of combat this is most useful for manipulating crowds or setting the mood for negotiations, oratory, and diplomacy.

### Inspiration Skill 06 ~ Competence

[Eclipse, p.85]

Competence is more like it. Now you can give someone a +2 morale bonus to any skill check, attack roll, saving throw, or AC while you use your art, albeit only one of these at a time. It only affects one character.

### Manipulation Skill 03 ~ Fascinate

[Eclipse, p.86]

People like your art. It's fascinating and mysterious and you can even interest the audience in whatever kind of art you do. Some of them might even take it up themselves. More usefully to adventurers, a Mystic Artist can Fascinate up to 6 (Cha Mod + Level/3) targets. If they fail to save, they remain fascinated for up to 7 (Att Mod + 2) minutes, or until a performance ends, whichever comes first. Mystic Artists with a perform skill of 6 or more may attempt to use a Suggestion effect on any one Fascinated target once per round. Those with a skill of 24+ may attempt to Suggest something to all Fascinated targets at the same time.

### Manipulation Skill 06 ~ Hold Audience

[Eclipse, p.86]

Hold Audience allows you to keep the audience busy, and while away their time without them realizing it. Any who fail their saving throw become enchanted by your performance or art, and spend more time than they expected. Aside from its usefulness for tavern owners (whose patrons mysteriously spend more time drinking), it's a great distraction. With sufficient attribute and DC enhancements a mystic artist with this ability could hold an entire army spellbound for hours - or even days.

### Manipulation Skill 09 ~ Suggestion

[Eclipse, p.86]

With this ability, you may make a Suggestion (as per the spell) to one target. Unlike the Fascination-based ability, the art used may be as simple as whistling a snatch of birdsong.

### Manipulation Skill 12 ~ Emotional Auras

[Eclipse, p.86]

Your art may create drastic emotional effects, inducing Friendship (as per Charm), Terror, Malaise or Grief (as per Exhausted) in foes within range.

## PROFICIENCIES

Chakram, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Giant Rock, Grapple, Halfspear, Hoopak, Javelin, Keyblade, Laser, Longspear, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Rapier, Scourge, Shortsphear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword (Short), Sword Staff, Unarmed, Unarmed Strike

## TEMPLATES

03 - World Law ~ Feat Progression 2 - Gain Bonus Feat every Odd Level

## Innate Racial Spells

	Name	Save Information	Time	Duration	Range	Comp.	Source
<input type="checkbox"/>	<b>Darkness</b>		Standard Action	10 minutes/level [D]	Touch	V, M/DF	PHB: p.216
	<i>School:</i> Evocation [Darkness]	<i>SR:</i> No	<i>Target:</i> Object touched			<i>Caster Level:</i> 2	
	<i>Effect:</i> This spell causes an object to radiate shadowy illumination out to a 20-foot radius. All creatures in the area gain concealment [20% miss chance]. Even creatures that can normally see in such conditions [such as with darkvision or low-light vision] have the miss chance in an area shrouded in magical darkness. Normal lights [torches, candles, lanterns, and so forth] are incapable of brightening the area, as are light spells of lower level. Higher level light spells are not affected by darkness. If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed. Darkness counters or dispels any light spell of equal or lower spell level. Arcane Material Component: A bit of bat fur and either a drop of pitch or a piece of coal.						
<input type="checkbox"/>	<b>Dancing Lights</b>		Standard Action	1 minute/level [D]	Medium (120 ft.)	V,S	PHB: p.216
	<i>School:</i> Evocation [Light]	<i>SR:</i> No	<i>Target:</i> Up to four lights, all within a 10- ft.-radius area			<i>Caster Level:</i> 2	
	<i>Effect:</i> Depending on the version selected, you create up to four lights that resemble lanterns or torches [and cast that amount of light], or up to four glowing spheres of light [which look like will-o'-wisps], or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire [no concentration required]: forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. Dancing lights can be made permanent with a permanency spell.						
<input type="checkbox"/>	<b>Faerie Fire</b>		Standard Action	1 minute/level [D]	Long (480 ft.)	V,S, DF	PHB: p.229
	<i>School:</i> Evocation [Light]	<i>SR:</i> Yes	<i>Target:</i> Creatures and objects within a 5-ft.-radius burst			<i>Caster Level:</i> 2	
	<i>Effect:</i> A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally provided by darkness [though a 2nd-level or higher magical darkness effect functions normally], blur, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to your choice at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined.						

\* =Domain/Speciality Spell

## Innate

- ☐ Darkness (DC:)
- ☐ Dancing Lights (DC:)
- ☐ Faerie Fire (DC:)