

Oliver Lambert

NAME

d4E4

6000

CLASS

EXPERIENCE

4

10000

Character Level

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	13	+1	13	+1	13	+1
DEX Dexterity	23	+6	23	+6	23	+6
CON Constitution	16	+3	16	+3	16	+3
INT Intelligence	14	+2	14	+2	14	+2
WIS Wisdom	15	+2	15	+2	15	+2
CHA Charisma	14	+2	14	+2	14	+2

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE
(constitution)

+6

=

+2

+

+3

+

+0

+

+1

+

+0

+

REFLEX
(dexterity)

+10

=

+3

+

+6

+

+0

+

+1

+

+0

+

WILL
(wisdom)

+5

=

+2

+

+2

+

+0

+

+1

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE
attack bonus

+3

=

+8

+

+1

+

+0

+

-6

+

+0

+

RANGED
attack bonus

+8

=

+8

+

+6

+

+0

+

-6

+

+0

+

GRAPPLE
attack bonus

+3

=

+8

+

+1

+

+0

+

-6

+

+0

+

Martial Arts	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+8/+8	1d4+1	20/x2	5 ft.

*Rapier		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	P	M	18-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+12/+12	1d6+1	2W-P-(OH)	+6/+6	1d6+1	
1H-O	+8/+8	1d6	2W-P-(OL)	+8/+8	1d6+1	
2H	+12/+12	1d6+1	2W-OH	+2	1d6	
Special Properties						

*: 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
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Nick Fuller

PLAYERNAME

Anthromorph (Fox)

Medium

RACE

SIZE

14

Male

AGE

GENDER

HP
hit points

49

WOUNDS/CURRENT HP

AC
armor class

19

TOTAL

FLAT

TOUCH

BASE

INITIATIVE
modifier

+12

=

+6

+

+6

BASE ATTACK
bonus

+8/+3

WOUNDS/CURRENT HP

FLAT

TOUCH

BASE

DEX MODIFIER

MISC MODIFIER

DEITY

4' 6"

90 lbs.

HEIGHT

WEIGHT

Brown

Red,

EYES

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

MISC

Chaotic Good

ALIGNMENT

Low-light

VISION

0

POINTS

SPEED

Walk 60 ft.

MISS CHANCE

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

0

SKILL NAME		SKILL KEY ABILITY	SKILL MODIFIER	MAX RANKS ABILITY MODIFIER	7/3.5 MISC MODIFIER
✓ Acrobatics	DEX	17	=	6	+ 7.0 + 4
✓ Appraise	INT	4	=	2	+ + 2
✓ Athletics	STR	3	=	1	+ + 2
✓ Athletics (Jump)	STR	15	=	1	+ + 14
✓ Craft (Untrained)	INT	2	=	2	+ +
✓ Deception	CHA	4	=	2	+ + 2
✓ Endurance	CON	5	=	3	+ + 2
✓ Gather Information	CHA	4	=	2	+ + 2
✓ Heal	WIS	4	=	2	+ + 2
✓ Insight	WIS	4	=	2	+ + 2
Knowledge (Nobility and Royalty)	INT	11	=	2	+ 7.0 + 2
Martial Arts		9	=	0	+ 7.0 + 2
✓ Perception	WIS	15	=	2	+ 7.0 + 6
✓ Persuasion	CHA	6	=	2	+ + 4
✓ Ride	DEX	8	=	6	+ + 2
✓ Stealth	DEX	19	=	6	+ 7.0 + 6
✓ Survival	WIS	11	=	2	+ 7.0 + 2
✓ Survival (Find or follow tracks)	WIS	21	=	2	+ 7.0 + 12
✓ Thievery	DEX	8	=	6	+ + 2
✓ Use Rope	DEX	8	=	6	+ + 2
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack	Equipped	1	2.0	2.0	
27 lbs., 850 Coin (Gold), 5 Potion of Cure Moderate Wounds, 1 Bedroll, 1 Rope (Silk/50 Ft.)					
Bedroll	Backpack	1	5.0	0.1	
Potion of Cure Moderate Wounds	Backpack	5	0.0	300.0	
□□□□□			(0.0)	(1500.0)	
Rapier	Equipped	1	2.0	20.0	
Rope (Silk/50 Ft.)	Backpack	1	5.0	10.0	
TOTAL WEIGHT CARRIED/VALUE			31 lbs.	1532.1 gp	

WEIGHT ALLOWANCE					
Light	50	Medium	100	Heavy	150
Lift over head	150	Lift off ground	300	Push / Drag	750

MONEY	
Coin (Gold): 850[Backpack]	
Total = 850.0 gp	

Special Attacks	
Augment Attack / +1d6 (Placed Attack, Placed Attack)	[Eclipse, p.50]
Augment attack +2d6	
Augment Attack / Skirmish Attack d6 (2x)	[Eclipse, p.50]
Skirmish attack +2d6	
Warcraft	[Eclipse, p.10]
+4 BAB	
Warcraft / +1 to Weapon, with bab (Rapier, Rapier)	[Eclipse, p.10]

Special Qualities	
Armor Proficiency (Light)	[Eclipse, p.49]
Proficient with Light Armors	
Scent (Ex)	[MM]
30 ft. range, Detect creatures within 30 feet by scent. Grants +4 to Survival checks when tracking creatures by scent.	
Weapon Proficiency (All Simple and Martial Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple and martial weapons.	

Recurring Bonuses	
Duties (To Beligard)	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+8 total CP].	
Fast Learner (Focused on Skills)	[Eclipse, p.17]
+2 CP towards Skills per level. [+8 total Skill Points Granted].	
Restrictions (Cannot eat meat and must meditate for one hour)	[Eclipse, p.17]
You have specified restrictions. Gain 1 CP per level per restriction. [+4 total CP].	

DISADVANTAGES	
Accursed (Mute)	[Eclipse, p.18]
You have an affliction or curse.	
Hallucinations, Flashbacks, and Visions (Traumatic Memories)	[Eclipse, p.19]
You have visions or flashbacks.	
Healing Resistant	[Eclipse, p.19]
You are healing resistant.	
Insane (Greatswords and woman that wield them make him crazy)	[Eclipse, p.19]
You have the listed insanities.	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 168, Bonus Feats have added 18 CP, Disadvantages have added 10 CP, Duties adds 8 CP, Restrictions adds 4 CP, HD 4 is 0 CP	
Adept (Perception, Stealth, Survival)	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Augmented Bonus (hp, x2, x3)	[Eclipse, p.25]
(6 CP). You may add a second attribute bonus to the usual one in some specific situation, such as with a skill or set of linked skills, with a specified type of weapon, or against a type of foe.	
Augmented Bonus / Dex to Con for HP	[Eclipse, p.25]
Adds DEX bonus to HP.	
Celerity (Walk)	[Eclipse, p.27]
Add +10' to a movement mode	
Celerity / Improved (Walk, Walk)	[Eclipse, p.27]
Adds additional +10' to selected movement modes	
Finesse (Dexterity replaces Strength for Attack)	[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.	
Immunity / Message Physical requirements of mouth movement	[Eclipse]
Message Physical requirements of mouth movement	
Improved Initiative (3x)	[Eclipse, p.53]
+2 to initiative each time taken [+6 Bonus]	
Innate Enchantment	[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.	
Innate Enchantment / Message	[Eclipse]
(at will, 700 GP),	
Innate Enchantment / Firestarter (Ray of Flame)	[Eclipse]
You may easily and quickly start fires, light candles, and so on, with a touch.	
Innate Enchantment / Resistance	[Eclipse]
+1 Resistance bonus to Saves.	
Innate Enchantment / Blade Mastery	[Eclipse]
(+2 Competence Bonus to BAB with Blades [swords and knives], 1400 GP).	
Innate Enchantment / Fortune's Favor	[Eclipse]
+2 Luck bonus to skills and checks.	
Legionary	[Eclipse, p.53]
Gain +1/2/3 bonus to AC, Attacks and Reflex Saves when with 1-2/3-4/5+ others who have this feat.	
Rapid Strike (Rapier)	[Eclipse, p.54]
(6 CP). Normally, characters attack every 5 BAB steps. With Rapid Strike, they may select one specific weapon type (or unarmed attacks), and use that attack every 4 steps instead. (BAB +20/16/12/8/4)	
Track (Wilderness)	[Eclipse, p.47]
(3 CP). Characters with this feat select Urban, Wilderness, or Dimensional tracking. Tracking requires a Survival (for wilderness) or Gather Information (for urban) check every mile to follow the target. This is DC 15 for favorable conditions, DC 20 for unfavorable ones. Size bonuses on Hide checks apply, and unfavorable lighting may inflict penalties. Dimensional tracking relies on Spellcraft and can trace Gates or teleportation and dimensional travel.	

Martial Arts	
Martial Arts Basic / Defenses (3x)	[Eclipse, p.81]
Gain additional +1 each time taken [currently +3] bonus to AC when you are unarmored or lightly armored.	
Martial Arts Basic / Strike	[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.	
Martial Arts Basic / Synergy (Acrobatics)	[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.	

PROFICIENCIES	
Axe (Throwing), Battleaxe, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Giant Rock, Glaive, Grapple, Greataxe, Greatclub, Greatsword, GUISARME, Halberd, Halfspear, Hammer (Light), Handaxe, Hoopak, Javelin, Keyblade, Kukri, Lance, Laser, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scourge, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Sword Staff, Trident, Unarmed, Unarmed Strike, Waraxe (Dwarven), Warhammer	

LANGUAGES	
Common, Ma'thak Koren, Sylvan	

TEMPLATES	
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