

Vincent Green

Conor Rhone

Neutral Good

NAME

PLAYERNAME

DEITY

ALIGNMENT

d8E8

28000

Human

Medium

6' 0"

150 lbs.

Darkvision (60 ft.), Low-light

CLASS

EXPERIENCE

RACE

SIZE

HEIGHT

WEIGHT

VISION

8

36000

25

Male

Green

Blond, Short

0

Character Level

NEXT LEVEL

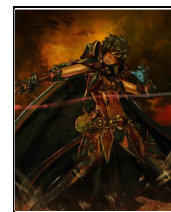
AGE

GENDER

EYES

HAIR

POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP		WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED										
STR Strength	14	+2	14	+2	14	+2	HP hit points	74							Walk 50 ft.										
DEX Dexterity	16	+3	16	+3	16	+3	AC armor class	22	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST		
CON Constitution	16	+3	16	+3	16	+3																			
INT Intelligence	20	+5	20	+5	20	+5	INITIATIVE modifier		+3	=	+3	=	+0												
WIS Wisdom	18	+4	18	+4	18	+4	BASE ATTACK bonus																		
CHA Charisma	16	+3	16	+3	16	+3																			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers						
FORTITUDE (constitution)	+7	=	+4	=	+3	=	+0	=	+0	=	+0	=		
REFLEX (dexterity)	+9	=	+6	=	+3	=	+0	=	+0	=	+0	=		
WILL (wisdom)	+10	=	+6	=	+4	=	+0	=	+0	=	+0	=		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP						
MELEE attack bonus	+6	=	+4	=	+2	=	+0	=	+0	=	+0	=	
RANGED attack bonus	+7	=	+4	=	+3	=	+0	=	+0	=	+0	=	
GRAPPLE attack bonus	+6	=	+4	=	+2	=	+0	=	+0	=	+0	=	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+6	1d3+2	20/x2	5 ft.

*Claw	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+6	1d3+2				
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
*Faerie Garb	Light	+6		+0	0

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	12/5.5
✓ Acrobatics	DEX	3	=	3	+
✓ Appraise	INT	5	=	5	+
✓ Athletics	STR	2	=	2	+
✓ Athletics (Jump)	STR	10	=	2	+
✓ Craft (Untrained)	INT	5	=	5	+
✓ Deception	CHA	3	=	3	+
✓ Deception (Act in character)	CHA	5	=	3	+
✓ Endurance	CON	13	=	3	+
✓ Gather Information	CHA	3	=	3	+
✓ Heal	WIS	4	=	4	+
✓ Insight	WIS	6	=	4	+
✓ Knowledge (Arcana)	INT	16	=	5	+
✓ Perception	WIS	12	=	4	+
✓ Persuasion	CHA	11	=	3	+
✓ Ride	DEX	3	=	3	+
Rune Casting (Force)		24	=	0	+
Rune Casting (Time)		24	=	0	+
Rune Mastery (Force)		24	=	0	+
Rune Mastery (Time)		24	=	0	+
Spellcraft	INT	18	=	5	+
✓ Stealth	DEX	3	=	3	+
✓ Survival	WIS	4	=	4	+
✓ Survival (Find or follow tracks)	WIS	6	=	4	+
✓ Thievery	DEX	3	=	3	+
✓ Use Rope	DEX	3	=	3	+
			=		
			=		

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

EQUIPMENT					
	ITEM	LOCATION	QTY	WT	COST
Claw		Equipped	1	0.0	0.0
	Sentient Rod of Any Weapon	Equipped	1	0.0	0.0
	Special Backpack of Holding	Equipped	1	0.0	0.0
	0 lbs.				
	Special Boots	Equipped	1	0.0	0.0
Faerie Garb		Equipped	1	0.5	1.0
TOTAL WEIGHT CARRIED/VALUE				0.5 lbs.	1.0 gp

WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

Special Attacks	
Any Weapon Rod	[Drew]
Becomes non-complex weapon as a free action.	
Natural Weapon (Claw)	[DS, web]
You can use your sharp claws to deal lethal (slashing) damage instead of nonlethal damage with an unarmed attack. Attacks made with natural weapons do not provide attacks of opportunity.	
Warcraft	[Eclipse, p.10]
+4 BAB	

Special Qualities	
Weapon Proficiency (All Simple and Martial Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple and martial weapons.	

Recurring Bonuses	
Duties (Chosen Ones)	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+16 total CP].	
Fast Learner/ Specialized for increased effect (Skills)	[Eclipse, p.17]
+2 CP a level towards selected item. [+16 total CP].	

DISADVANTAGES	
Compulsive (Enjoys toying with Time)	[Eclipse, p.18]
You have the listed compulsions.	
Hallucinations, Flashbacks, and Visions (Odd visions)	[Eclipse, p.19]
You have visions or flashbacks.	
Hunted (Tabarath Cult)	[Eclipse, p.19]
Something powerful is hunting you.	

Spell Caster Information	
Rune Casting	[Eclipse]
Your caster level is your Rune Casting Skill/2, your Spell Level is based upon your Rune Mastery Skill/4. Each Spell Level costs 1 mana to cast.	
Rune Casting (Force)	[Eclipse, p.97]
Your caster level is 12 [Rune Casting Skill/2], your Spell Level is 6 [Rune Mastery Skill/4]. Each Spell Level costs 1 mana to cast.	
Rune Casting (Time)	[Eclipse, p.97]
Your caster level is 12 [Rune Casting Skill/2], your Spell Level is 6 [Rune Mastery Skill/4]. Each Spell Level costs 1 mana to cast.	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 300, Bonus Feats have added 36 CP, Disadvantages have added 10 CP, Duties adds 16 CP, Fast Learner adds 16 CP, HD 8 deducts 32 CP, Companions adds 6 CP	
Ability Focus / Group of Abilities (Time Magic)	[Eclipse, p.23]
Ability Focus for selected group of abilities.	
Adept (Rune Casting (Time), Rune Casting (Force), Rune Mastery (Force), Rune Mastery (Time))	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Berserker	[Eclipse, p.25]
Gains a Total of +8 in temp bonuses. Normally +4 to two attributes, +2 to a saving throw or AC, and -2 to something else.	
Berserker / Odinpower	[Eclipse, p.26]
Total Increases to +13. Normally increasing the bonuses to +6, +6 and +3 respectively.	
Berserker / Enduring	[Eclipse, p.26]
Removes the fatigue after the berserker session.	
Companion	[Eclipse, p.27]
Gain a companion creature of your choice.	
Companion / Template	[Eclipse, p.27]
adds a single template of up to +2 ECL to a max of +6 to the companion.	
Companion / Might (Positive Levels)	[Eclipse, p.27]
(+6 CP) Companion gets +2 Positive Levels (p.86)	
Companion / Transference	[Eclipse, p.27]
Transfer 2 CP per 1 CP you donate.	
Familiar	[Eclipse, p.27]
You have a familiar companion	
Deep Sleep	[Eclipse, p.30]
You only require 4 hours of sleep instead of 8 hours to be fully refreshed.	
+4 racial bonus on saves against sleep and paralysis	[DS, web]
Eldritch	[Eclipse, p.31]
Exotic forces power your magic rather than relying on the usual sources. In other words, your magic may have strange special effects for free. This has no direct game effect, but gives you more style.	
Fortune / Defiant	[Eclipse, p.53]
On Successful Will Save, ignore effect of Will Half/Partial.	
Immunity / XP Cost Initial Innate Enchantment	[Eclipse]
(2 CP) Handles initial Innate Enchantment, L1 only.	
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 / Detect Magic	[Eclipse]
(+700) At-will personal use at L1 caster level.	
Innate Enchantment / Enhanced Attribute (+2 Dexterity)	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Dexterity	
Innate Enchantment / Enhanced Attribute (+2 Intelligence)	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Intelligence	
Innate Enchantment / Enhanced Attribute (+2 Wisdom)	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Wisdom	
Journeyman / Skill	[Eclipse, p.35]
A Journeyman may purchase some type of ability (often skills or spellcasting) as if he or she were one level higher, increasing the usual (Level + 3) cap.	
Mana / Mana (6x)	[Eclipse, p.36]
Grants 6d6 Mana; Mana can help with spellcasting. Unfortunately, while Mana is extremely flexible, it recovers at a mere one point per day, two with rest and meditation.	
Spell Enhancement	[Eclipse, p.36]
You may spend up to three points of personal Mana to enhance a spell. Each point may be used to reduce the effective level of a spell (for casting purposes only) by 1, to add 1 level's worth of known metamagic to it, or to increase the effective Caster Level by +2.	
Mental Link	[Drew, Custom]
You are automatically in Mental Contact with your companions	
Mystic Link (Courrupted and Specialized // Familiar Only)	[Eclipse, p.38]
A character with Mystic Link has an occult bond with someone or something. He or she may sense the target or the direction it lies in.	
Rite of Chi	[Eclipse, p.42]
(6 CP). Given a few minutes of rest, one with the knowledge of Chi may regain 4d6 power, 2d6 spell levels (the user allocates where these go), or 1d6 Mana once per day. Characters may use this more often, but incur a cumulative -1 negative level each time (these go away in 24 hours). Characters with Bonus Uses do not suffer this as long as their Bonus Uses hold out.	
Skill Emphasis (Rune Casting (Force), Rune Casting (Time), Rune Mastery (Force), Rune Mastery (Time))	[Eclipse, p.44]
This grants a +2 bonus on any single skill.	
Skill Focus +3 (Rune Casting (Force), Rune Casting (Time), Rune Mastery (Force), Rune Mastery (Time))	[Eclipse, p.44]
+3 bonus to any single skill. Skill Focus stacks with Skill Emphasis.	

Skill Focus / Mastery (Rune Casting (Force), Rune Casting (Time), Rune Mastery (Force), Rune Mastery (Time))	[Eclipse, p.44]
+1 to existing choices	
Skill Focus / Mastery, Improved (Rune Casting (Force), Rune Casting (Time), Rune Mastery (Force), Rune Mastery (Time))	[Eclipse, p.44]
additional +1 to existing choices	

PROFICIENCIES
Axe (Throwing), Battleaxe, Chakram, Claw, 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
Celestial, Common, Draconic, Sylvan, Tradetongue

TEMPLATES

Familiar: Blink (Companion (Weasel))					
HP:	37	AC:	22	INIT:	+4
FORT:	+6	REF:	+10	WILL:	+8
*Bite (Natural/Primary)	+2	DAM:	1d3-4	CRIT:	20/x2
Special:					

Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
At Will	Detect Magic		None	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: p.219
<i>Effect:</i> Detects spells and magic items within 60 ft.						<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 1	
* =Domain/Speciality Spell										

Innate

At Will Detect Magic (DC:)

Vincent Green



Human
RACE
25
AGE
Male
GENDER
Darkvision (60 ft.), Low-light
VISION
Neutral Good
ALIGNMENT
Right
DOMINANT HAND
6' 0"
HEIGHT
150 lbs.
WEIGHT
Green
EYE COLOUR
Tan
SKIN COLOUR
Blond, Short
HAIR
Loss of Control
PHOBIAS
Extrovert, Control Freak
PERSONALITY TRAITS
Time
INTERESTS
Normal, Time is my servant
SPOKEN STYLE
Hilsfar
RESIDENCE
Adventuring
LOCATION
None
REGION

Description:
Biography:
Rite of Chi w/ Bonus Uses +4

Notes:

Character Sheet Notes: