

Kiiri

CHARACTER NAME

d10E 3

CLASS

3

Character Level

3000 / 6000

EXP / NEXT LEVEL

Conor Rhone

PLAYER NAME

Anthromorph (Fox)

RACE

Medium

SIZE

5' 8"

HEIGHT

120 lbs.

WEIGHT

24

AGE

Male

GENDER

Amber

EYES

None

REGION

Yellow, FUR

HAIR

Neutral Good

ALIGNMENT

POINTS



ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	8		-1		
DEX Dexterity	26		+8		
CON Constitution	14		+2		
INT Intelligence	15		+2		
WIS Wisdom	14		+2		
CHA Charisma	8		-1		

HP  
hit points

30

WOUNDS/CURRENT HP

AC  
armor class

20

TOTAL

12

FLAT

20

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

8

STAT

0

SIZE

0

NATURAL ARMOR

0

DEFLECTION

0

DODGE

0

MISC

2

INITIATIVE  
modifier

+8

TOTAL

+8

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK  
bonus

+3

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED  
Walk 30 ft.

MISS CHANCE

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILL  
(wisdom)

TOTAL

+5

=

+2

BASE SAVE

+2

ABILITY

+2

MAGIC

+0

MISC

+1

EPIC

+0

TEMP

Conditional Modifiers

MELEE  
attack bonus

RANGED  
attack bonus

GRAPPLE  
attack bonus

TOTAL

+11

=

+3

BASE ATTACK BONUS

-1

STAT

+0

SIZE

+9

MISC

+0

EPIC

+0

TEMP

*Longsword				HAND	TYPE	SIZE	CRITICAL	REACH
				Primary	S	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit			Dam	
1H-P	+11	1d8-1	2W-P-(OH)	+5			1d8-1	
1H-O	+7	1d8-1	2W-P-(OL)	+7			1d8-1	
2H	+11	1d8-1	2W-OH	+1			1d8-1	
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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TOTAL SKILLPOINTS: 20		SKILLS		MAX RANKS: 6/3				
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
✓	Acrobatics	DEX	16	=	8	+	6 + 2	
✓	Appraise	INT	2	=	2			
✓	Athletics	STR	-1	=	-1			
	Computer Use	INT	6	=	2	+	4	
✓	Craft (Untrained)	INT	2	=	2			
✓	Deception	CHA	-1	=	-1			
✓	Endurance	CON	2	=	2			
✓	Gather Information	CHA	-1	=	-1			
✓	Heal	WIS	2	=	2			
✓	Insight	WIS	2	=	2			
	Martial Arts (Dexterity Based)	DEX	16	=	8	+	6 + 2	
✓	Perception	WIS	8	=	2	+	6	
✓	Persuasion	CHA	-1	=	-1			
✓	Ride	DEX	10	=	8		+ 2	
✓	Stealth	DEX	16	=	8	+	6 + 2	
✓	Survival	WIS	2	=	2			
✓	Survival (Find or follow tracks)	WIS	8	=	2		+ 6	
✓	Thievery	DEX	14	=	8	+	4 + 2	
✓	Use Rope	DEX	10	=	8		+ 2	
					=	+	+	
					=	+	+	

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Longsword	Equipped	1	4.0	15.0
TOTAL WEIGHT CARRIED/VALUE			4 lbs.	15.0 gp

WEIGHT ALLOWANCE			
Light	26	Medium	53
Lift over head	80	Lift off ground	160
		Heavy	80
		Push / Drag	400

LANGUAGES	
Common, Elven, Worg	

Special Attacks	
<b>Augment Attack / Sneak Attack d6</b>	[Eclipse, p.50]
Sneak attack +1d6	
<b>Warcraft</b>	[Eclipse, p.10]
+3 BAB	

Special Qualities	
<b>Death and Dying</b>	[Eclipse]
Disabled 0 HP till -2, Dying -3 and Dead -15	
<b>Scent (Ex)</b>	[MM]
30 ft. range, Detect creatures within 30 feet by scent. Grants +4 to Survival checks when tracking creatures by scent.	
<b>Weapon Proficiency (All Simple Weapons and One Martial Weapon) (Longsword)</b>	[Eclipse, p.49]
Grants Proficiency with all simple weapons and selected weapons.	

Recurring Bonuses	
<b>Duties (Shinobi guild)</b>	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+6 total CP].	
<b>Fast Learner (Focused on Skills)</b>	[Eclipse, p.17]
+2 CP towards Skills per level. [+6 total Skill Points Granted].	
<b>Restrictions (Cannot wear armor)</b>	[Eclipse, p.17]
You have specified restrictions. Gain 1 CP per level per restriction. [+3 total CP].	

DISADVANTAGES	
<b>Hallucinations, Flashbacks, and Visions (Distorted sense of friend/foe)</b>	[Eclipse, p.19]
You have visions or flashbacks.	
<b>Secret (TBD - Hunted &amp; Valuable)</b>	[Eclipse, p.19]
You have a secret.	
<b>Stigmata</b>	[Eclipse, p.20]
DC 24 Fortitude save at the start of each session; if you fail you take a -1 morale penalty on saving throws.	

Eclipse Abilities	
<b>Character Points Total</b>	[Eclipse]
Character Points Total 133, Bonus Feats have added 18 CP, Disadvantages have added 10 CP, Duties adds 6 CP, Restrictions adds 3 CP, HD 10 deducts 18 CP	
<b>Adept (Acrobatics, Martial Arts, Perception, Stealth)</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>Berserker</b>	[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.	
<b>Finesse / Dex replaces Str for To Hit</b>	[Eclipse, 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 / Dimension Hop uses manifester level</b>	[Eclipse]
<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 / Skill Mastery/+2 to all Dexterity-Linked Skills</b>	[Eclipse]
+2 Competence bonus to Dexterity Skills.	
<b>Innate Enchantment / Dimension Hop</b>	[Eclipse]
Teleport 30 ft. line of sight	
<b>Innate Enchantment / Enhanced Attribute (+2 Dexterity)</b>	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Dexterity	
<b>Innate Enchantment / Sidestep</b>	[Eclipse]
+1 Competence Bonus on All Saves	
<b>Legionary</b>	[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.	
<b>Track (Wilderness)</b>	[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	
<b>Martial Arts Basic / Defenses (2x)</b>	[Eclipse, p.81]
Gain additional +1 each time taken [currently +2] bonus to AC when you are unarmored or lightly armored.	
<b>Martial Arts Basic / Power (2x)</b>	[Eclipse, p.81]
Increase your unarmed damage by +1 or increase your weapon die type by 1 step, up to a d12 maximum. Weapons that cause multiple dice of damage increase them independently.	
<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 / Versatility</b>	[Eclipse, p.81]
You may change your damage with the specified martial arts weapon or unarmed attacks from lethal to subdual without penalty, and between bludgeoning, slashing, and piercing.	
<b>Martial Arts Master / Whirlwind Attack</b>	[Eclipse, p.82]
As per the feat - When you use the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach.	
<b>Martial Arts Occult / Inner Strength</b>	[Eclipse, p.82]
You gain six phantom Con points with which to power your Occult Techniques. These do not add to your hit points. This can be taken twice. Phantom points regenerate like normal Con points.	

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

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