

Kier

CHARACTER NAME

d8E 2

CLASS

2

Character Level

1000 / 3000

EXP / NEXT LEVEL

ABILITY NAME

ABILITY SCORE

EQUIPPED SCORE

ABILITY MODIFIER

ABILITY DAMAGE

PENALTY

STR

Strength

12

+1

DEX

Dexterity

20

+5

CON

Constitution

12

+1

INT

Intelligence

16

+3

WIS

Wisdom

14

+2

CHA

Charisma

14

+2

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

Conditional Modifiers

FORTITUDE

(constitution)

+1

=

+0

+

+1

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+8

=

+3

+

+5

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+2

=

+0

+

+2

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+7

=

+1

+

+1

+

+0

+

+5

+

+0

+

RANGED

attack bonus

+7

=

+1

+

+5

+

+0

+

+1

+

+0

+

GRAPPLE

attack bonus

+3

=

+1

+

+1

+

+0

+

+1

+

+0

+

*Longsword

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

S

M

19-20/x2

5 ft.

To Hit

Dam

1H-P

+7

1d8+1

2W-P-(OH)

+1

1d8+1

1H-O

+3

1d8

2W-P-(OL)

+3

1d8+1

2H

+7

1d8+1

2W-OH

-3

1d8

Special Properties

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

Matt Y.

PLAYER NAME

Human

RACE

Medium

SIZE

5' 7"

HEIGHT

Blue

EYES

None

REGION

165 lbs.

WEIGHT

Dark Brown

HAIR

True Neutral

ALIGNMENT

Normal

VISION

WOUNDS/CURRENT HP

HP

hit points

16

AC

armor class

21

TOTAL

16

FLAT

17

TOUCH

10

BASE

4

ARMOR BONUS

0

SHIELD BONUS

5

STAT

0

SIZE

0

NATURAL ARMOR

0

REFLEC-TION

0

DODGE

0

MISC

2

INITIATIVE

modifier

+5

TOTAL

+5

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+1

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

MISS CHANCE

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

0

TOTAL SKILLPOINTS: 47

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

MAX RANKS: 5/2.5

Acrobatics

DEX

10

=

5

+

5

Appraise

INT

8

=

3

+

5

Athletics

STR

6

=

1

+

5

Athletics (Climb (Using a rope))

STR

8

=

1

+

[5]

+

2

Craft (Trapmaking)

INT

5

=

3

+

2.5

Craft (Untrained)

INT

3

=

3

Deception

CHA

2

=

2

Endurance

CON

1

=

1

Gather Information

CHA

7

=

2

+

5

Heal

WIS

2

=

2

Insight

WIS

7

=

2

+

5

Knowledge (Dungeoneering)

INT

8

=

3

+

5

Linguistics

INT

8

=

3

+

5

Martial Arts (Dexterity Based)

DEX

10

=

5

+

5

Perception

WIS

7

=

2

+

5

Persuasion

CHA

2

=

2

Persuasion (Diplomacy)

CHA

4

=

2

+

2

Ride

DEX

5

=

5

Stealth

DEX

13

=

5

+

5

+

3

Survival

WIS

2

=

2

Survival (Find or follow tracks)

WIS

4

=

2

+

2

Survival (Underground)

WIS

4

=

2

+

2

Thievery

DEX

10

=

5

+

5

Use Rope

DEX

10

=

5

+

5

=

+

+

=

+

+

✓: can be used untrained. ✕: 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	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

LANGUAGES				
Celestial, Common, Elven, Goblin				

Special Attacks	
Augment Attack / Sneak Attack d8	[Eclipse, p.50]
Sneak attack +1d8	
Warcraft	[Eclipse, p.10]
+1 BAB	

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -1, Dying -2 and Dead -13	

Recurring Bonuses	
Duties (Chosen Ones)	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+4 total CP].	
Fast Learner (Focused on Skills /Human) (Child)	[Eclipse, p.17]
+2 CP towards Skills per level. [+10 total Skill Points Granted].	
Upgrade Human Racial	[Eclipse]
Upgrades the Fast Learner Human Racial to Double Points	

DISADVANTAGES	
Hunted (Authorities)	[Eclipse, p.19]
Something powerful is hunting you.	
Obligations (Deity Strings)	[Eclipse, p.19]
You have the listed obligations.	
Valuable	[Eclipse, p.20]
You have value to others.	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 104, Bonus Feats have added 18 CP, Disadvantages have added 10 CP, Duties adds 4 CP, HD 8 deducts 8 CP	
Acrobatics	[Eclipse, p.23]
Combine several physical stunts into one roll at the highest DC by any one of the actions.	
Acrobatics / Light Foot	[Eclipse, p.23]
Allows impractical maneuver with normal movement.	
Adept (Appraise, Acrobatics, Athletics, Gather Information, Perception, Stealth, Thievery, Use Rope)	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Awareness	[Eclipse, p.25]
Retain your Dex bonus when flat-footed or attacked by an invisible assailant and save without penalty against surprises.	
Awareness / Danger Sense	[Eclipse, p.25]
(+1 CP) provides a +1 bonus on AC against trap attacks and on Reflex saves caused by traps. You may purchase this multiple times.	
Finesse / Dex replaces Str for To Hit	[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.	
Fortune / Evasion	[Eclipse, p.53]
On Successful Reflex Save, ignore effect of Reflex Half/Partial.	
Inherent Spell	[Eclipse, p.33]
(6 CP). A character with this ability possesses a natural spell or psychic power of up to level 3. It's usable once per day if it's level 3, twice per day if it's level 2, and includes two different spells usable twice per day each if they're level 1. These spell-like abilities are cast as if by a Sorcerer or Psion of the character's level. Inherent spells generally have a minimum level requirement of ([Spell Level x 2] -1), but the Game Master may opt to allow exceptions for very low-level characters and/or non-combative inherent spells. A first level character with Scrying is much less of a problem than one with Fireball in most games., You may take this ability multiple times. Upgrades do not carry over; each base ability begins its own sequence of related abilities.	
Inherent Spell L1 (Hold Portal)	[Eclipse]
2/day	
Inherent Spell L2 (Arcane Lock)	[Eclipse]
2/day	
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 / Knack (Skill Mastery) (Stealth)	[Eclipse]
You may add an additional skill to your list of skills on which you get a +3 bonus.	
Innate Enchantment / Enhanced Attribute (+2 Dexterity)	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Dexterity	
Innate Enchantment / Force Armor I	[Eclipse]
[At Will] As Armor Spell, grants +4 Armor AC.	
Innate Enchantment / Natural Expertise	[Eclipse]
Is considered proficient with any piece of equipment he or she picks up.	

Martial Arts	
Martial Arts Basic / Attack	[Eclipse, p.81]
Gain additional +1 each time taken [currently +1] bonus on rolls to Attack, Throw, Grapple, and Trip opponents.	
Martial Arts Basic / Defenses (2x)	[Eclipse, p.81]
Gain additional +1 each time taken [currently +2] bonus to AC when you are unarmored or lightly armored.	
Martial Arts Advanced / Versatility	[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.	
Martial Arts Advanced / Weapon Kata	[Eclipse, p.81]
The user may employ his or her martial art with a particular weapon [e.g., "Longswords"]. This isn't relevant for dedicated weapon forms (e.g., those based on Weapon Finesse rather than Improved Unarmed Strike), although an "Unarmed Kata" might exist in an advanced weapon form.	

PROFICIENCIES	
Axe (Orc Double), Axe (Throwing), Battleaxe, Bolas, Chain (Spiked), Chakram, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Crossbow (Repeating Heavy), Crossbow (Repeating Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Dire), Flail (Heavy), Gauntlet, Gauntlet (Spiked), Giant Rock, Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Gnome Hooked), Hammer (Light), Handaxe, Hoopak, Javelin, Kama, Keyblade, Kukri, Lance, Laser, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Net, Nunchaku, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sai, Sap, Scimitar, Scourge, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Shuriken, Siangham, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Sword (Two-Bladed), Sword Staff, Trident, Unarmed, Unarmed Strike, Urgrosh (Dwarven), Waraxe (Dwarven), Warhammer, Whip	

TEMPLATES	
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