

Ghost

Character Name

Arrevanthas

Bahamut

None

Neutral Good

d6E 3

Drow (Albino) / Humanoid

Medium / 5 ft.

5' 2" / 89 lbs.

Darkvision (60 ft.)

CLASS

RACE

SIZE / FACE

HEIGHT / WEIGHT

VISION

3 (3)

3000 / 6000

134

Female

Red

Sliver/White

Character Level (CR)

EXP / NEXT LEVEL

AGE

GENDER

EYES

HAIR

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	14		+2		
DEX Dexterity	20		+5		
CON Constitution	16		+3		
INT Intelligence	18		+4		
WIS Wisdom	14		+2		
CHA Charisma	16		+3		

HP
hit points

25

WOUNDS/CURRENT HP

AC
armor class

20

15

16

10

4

0

5

0

0

0

0

0

0

0

0

0

1

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLECTION

DODGE

Morale

Insight

Sacred

Profane

MISC

INITIATIVE
modifier

+5

+5

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

Conditional Modifiers

FORTITUDE
(constitution)

+3

=

+0

+

+3

+

+0

+

+0

+

+0

+

REFLEX
(dexterity)

+6

=

+1

+

+5

+

+0

+

+0

+

+0

+

WILL
(wisdom)

+3

=

+1

+

+2

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE
attack bonus

+2

=

+6

+

+2

+

+0

+

-6

+

+0

+

RANGED
attack bonus

+5

=

+6

+

+5

+

+0

+

-6

+

+0

+

GRAPPLE
attack bonus

+2

=

+6

+

+2

+

+0

+

-6

+

+0

+

Martial Arts	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+6/+6/+6	1d6+2	20/x2	5 ft.

*Sai (Growth Item / Chosen One)		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	B	M	20/x2	5 ft.
To Hit		Dam		To Hit		Dam
1H-P	+10/+10/+10	1d6+3	2W-P-(OH)	+4/+4/+4		1d6+3
1H-O	+6/+6/+6	1d6+2	2W-P-(OL)	+6/+6/+6		1d6+3
2H	+10/+10/+10	1d6+3	2W-OH	+2		1d6+2
10 ft.		20 ft.		30 ft.		40 ft.
+10/+10/+10		+8/+8/+8		+6/+6/+6		+4/+4/+4
1d6+3		1d6+3		1d6+3		1d6+3
TH		Dam		TH		Dam
+10/+10/+10		+8/+8/+8		+6/+6/+6		+4/+4/+4
1d6+3		1d6+3		1d6+3		1d6+3
Special Properties		Power I applied, Sentient Any Weapon Growth [+1]				

*: 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
*Chosen One Robe	Light	+4		+0	0

TOTAL SKILLPOINTS: 40

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Acrobatics

DEX

19

=

5

+

6

+

8

✓ Appraise

INT

8

=

4

+

4

✓ Athletics

STR

6

=

2

+

4

✓ Craft (Untrained)

INT

4

=

4

✓ Deception

CHA

13

=

3

+

6

+

4

✓ Deception (Act in character)

CHA

15

=

3

+

[6]

+

6

✓ Endurance

CON

7

=

3

+

4

✓ Gather Information

CHA

7

=

3

+

4

✓ Heal

WIS

6

=

2

+

4

✓ Insight

WIS

11

=

2

+

5

+

4

Martial Arts (Nightwraith Martial Art)

DEX

19

=

5

+

6

+

8

✓ Perception

WIS

14

=

2

+

6

+

6

✓ Perform (String Instruments)

CHA

12

=

3

+

5

+

4

✓ Persuasion

CHA

15

=

3

+

6

+

6

✓ Persuasion (Diplomacy)

CHA

17

=

3

+

[6]

+

8

✓ Ride

DEX

13

=

5

+

8

✓ Stealth

DEX

23

=

5

+

6

+

12

✓ Survival

WIS

6

=

2

+

4

✓ Survival (Find or follow tracks)

WIS

8

=

2

+

6

✓ Thievery

DEX

19

=

5

+

6

+

8

✓ Thievery (Sleight of Hand)

DEX

21

=

5

+

[6]

+

10

✓ Use Rope

DEX

13

=

5

+

8

✓ Use Rope (Bind someone)

DEX

9

=

5

+

4

=

+

+

=

+

+

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Chosen One Backpack of Holding	Equipped	1	0.0	0.0
Chosen One Orb	Equipped	1	0.0	0.0
Chosen One Robe	Equipped	1	0.5	1.0
Sai (Growth Item / Chosen One)	Equipped	2	1.0	1.0 (2.0)
Power I applied, Sentient Any Weapon Growth [+1]			(2.0)	
TOTAL WEIGHT CARRIED/VALUE			2.5 lbs.	3.0 gp

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

LANGUAGES	
Common, Draconic, Elven, Undercommon	

Special Attacks	
Martial Arts	[Eclipse, p.53]
[Damage 1d6]	
Warcraft	[Eclipse, p.10]
+2 BAB	

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -3, Dying -4 and Dead -17	
+2 racial bonus on Will saves against spells and spell-like abilities	[MM]
Immunity to magic sleep effects	[PHB, p.16]
+2 racial saving throw bonus against enchantment spells or effects	[PHB, p.16]
Humanoid Traits	[PHB, TypesSubtypesAbilities.rtf]
Humanoids eat/sleep/breathe	
Mental Link with other Chosen Ones	[Drew]
Automatic Mental Link with Chosen Ones - This allows direct telepathy to any Chosen One, or multiple Chosen Ones, including images.	
Merely passing within 5 feet of a secret or concealed door entitles you to a Search check to notice it as if you were actively looking for it	[PHB, p.16]
Weapon Proficiency (All Simple Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple weapons.	
Weapon Proficiency (One Exotic Weapon) (Sai)	[Eclipse, p.49]
Grants Proficiency with selected weapons.	

Recurring Bonuses	
Duties (Superiors in the Chosen Ones of the Light)	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+6 total CP].	
Fast Learner (Focused on Skills / L-1)	[Eclipse, p.17]
+2 CP towards Skills per level. [+10 total Skill Points Granted].	

DISADVANTAGES	
Hunted (The Tabarath Cult and it's minions hunt you.)	[Eclipse, p.19]
Something powerful is hunting you.	
Insane (Compulsively Secretive)	[Eclipse, p.19]
You have the listed insanities.	
Valuable	[Eclipse, p.20]
You have value to others.	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 124, Bonus Feats have added 12 CP, Disadvantages have added 10 CP, Duties adds 6 CP, HD 6 deducts 6 CP, Companions adds 0 CP	
Adept (Acrobatics, Deception, Stealth, Martial Arts ~ Dex Based)	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Augmented Bonus (Int to Dex based Skills)	[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.	
Block / Missile	[Eclipse, p.50]
Block lets a character counter an incoming missile attack with DC 20 Reflex save once per round. In general, each Block attempt uses up an Attack of Opportunity and provides Great Immunity to the attack (Stops 60 Points of Damage). Attackers may give up part of their BAB to increase the Block save DC on a 1-to-1 basis.	
Block / Arcane	[Eclipse, p.50]
Block lets a character counter an incoming arcane attack with DC 20 Reflex save once per round. In general, each Block attempt uses up an Attack of Opportunity and provides Great Immunity to the attack (Stops 60 Points of Damage). Attackers may give up part of their BAB to increase the Block save DC on a 1-to-1 basis.	
Block / Melee (Specialized / Only with Short Blades)	[EWB, p.50]
Costs 1 Power/Use (3 CP). Ghost can manifest momentary adamantine shields to help save her skin... Block lets a character counter an incoming melee attack with DC 20 Reflex save once per round. In general, each Block attempt uses up an Attack of Opportunity and provides Great Immunity to the attack (Stops 60 Points of Damage). Attackers may give up part of their BAB to increase the Block save DC on a 1-to-1 basis.	
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)	
Expert Rogue/Augmented Bonus	[Eclipse]
Adds (Int Mod) to (Dex Mod) with dexterity-based skills (6 CP).	
Finesse (Dexterity replaces Strength for Attack)	[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.	
Grant of Aid	[Eclipse, p.32]
1/day Free Action - Heal 1d8+5 hp, 1d3 attribute damage or 1 negative level.	
Grant of Aid / Regenerative / Slow Regrowth	[Eclipse, p.32]
(+3 CP) allows the slow (1d4 weeks) regrowth of lost limbs and organs.	
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 7000 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. [Additional Total Granted 2000]	
Innate Enchantment / Enhanced Attribute (+2 Dexterity)	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Dexterity	
Innate Enchantment / Expertise	[Eclipse]
+2 Competence bonus to skills and checks.	
Innate Enchantment / Fortune's Favor	[Eclipse]
+2 Luck bonus to skills and checks.	
Innate Enchantment / Martial Mastery (Sai)	[Eclipse]
+4 Competence Bonus to BAB with Unarmed Strikes (or with another specific weapon).	
Innate Enchantment / Serpents Strike	[Eclipse]
Gain one additional attack at your full BAB which may be taken off-action.	
Legionary ~ Chosen One	[Drew, 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.	
Luck	[Eclipse, p.36]
A lucky character may either "Take 20" in advance, without taking extra time and whether or not this would usually be allowed, or reroll after the primary roll once per day. Most characters also get Bonus Uses.	
Power	[Eclipse, p.36]
Grants 6d6 Power	
Shadow Mastery Package	[EWB]
Shadow Mastery Package (22 CP Total) - can tap into the magics of twilight and darkness, channeling those hidden forces into a modest variety of tricks. This particular ability package is being purchases as Witchcraft, with all abilities Corrupted / will not work in areas of bright illumination and can be dispelled by light-based powers.	
That's a bit of a bottleneck - but this is only a supplementary set of abilities. More importantly, Witchcraft is a very cheap and efficient way to get some fairly good powers - but it doesn't improve much (if at all) with level. Thus it's great for low-level characters, fair for mid-level characters, and only a minor supplement for high-level characters.	
Witchcraft	[Eclipse, p.109]
32 Power Points, Save DC Will 16	

Martial Arts	
Nightwraith Martial Art (Dex)	[Eclipse]
The Nightwraith Style focuses on concealment, sudden strikes at vital areas, and on the use of the Sai - as well as inherent mastery of the powers of (physical) darkness. It is smooth, flowing, and generally performed in dark, loose-fitting clothing with wide sleeves and pants - both of which serve to conceal the user's movements in swirling folds of cloth. It's generally regarded as the private art of the Lahir Wraiths (a secretive order of Drow assassins) and they've been known to object to having it spread around.	
[Requires] Access to the Shadow Mastery package - or at least something similar. Uses the Sai.	
[Basic Techniques] Attack 2, Defenses 2, Power 2, Strike, and Synergy/Stealth.	
[Advanced Techniques] Combat Reflexes, Sneak Attack I, Prone Fighting, and an Unarmed Kata (allows use while unarmed as well as with a Sai).	
[Occult Techniques] Inner Strength, Light Foot, Serpent Strike, and Touch Strike., Known Basic Techniques, Power 1, Defenses 1, Synergy/Stealth, Known Advanced Techniques, Combat Reflexes, Prone Fighting, Sneak Attack I, Known Occult Techniques, Light Foot, Serpent Strike, Touch Strike	
Martial Arts Basic / Defenses	[Eclipse, p.81]
Gain additional +1 each time taken [currently +1] bonus to AC when you are unarmored or lightly armored.	
Martial Arts Basic / Synergy (Stealth)	[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.	
Martial Arts Advanced / Prone Combat	[Eclipse, p.81]
You take no penalties and opponents gain no bonuses when you lie on the ground.	
Martial Arts Advanced / Sneak Attack	[Eclipse, p.81]
Add +1d6, as per a Rogue's ability [unlike many point-buy abilities, this does not affect creatures immune to critical hits]. This may be taken more than once, up to a maximum of +4d6.	
Martial Arts Master / Combat Reflexes	[Eclipse, p.82]
As Combat Reflexes feat - You may make a number of additional attacks of opportunity equal to your Dexterity bonus.	
Martial Arts Occult / Inner Strength	[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.	
Martial Arts Occult / Light Foot	[Eclipse, p.82]
(-2 Con) You gain +20' movement and takes half damage from falls for 1d6 minutes. You may expend a single Con point at any time to power an incredible leap (+30 bonus) or a very brief run across an unsuitable surface (such as water or grease).	
Martial Arts Occult / One Finger	[Eclipse, p.82]
(-1 Con) You may launch a single melee attack at a range of up to 60'. It remains a melee attack but is treated as force damage. When using a weapon form, your weapon either returns or is merely the focus for your attack; you don't have to go and get it back.	
Martial Arts Occult / Serpent Strike	[Eclipse, p.82]
(-3 Con) Serpent Strike allows you to create dangerous imbalances in opponents' life essences. This allows you to deal 2d4 attribute damage to any one attribute with one attack this round. if the target fails his or her Fort save at DC 10 +(Wis Mod).	

Witchcraft Abilities	
Witchcraft / The Adamant Will	[Eclipse, p.110]
This talent allows users to spend 2 Power to resist Fear, Possession, Charm, Hold effects, and other forms of mind control. The user may spend the Power each time he or she is affected by such an ability. Ongoing powers, such as Fear auras, are resisted for 10 rounds. The user may make an extra save against mindreading or "truth" effects by spending a like amount, and may present a false aura to detection spells or ignore pain for 3 power. He or she may pay the Power without spending an action when the effect takes hold.	
Witchcraft / Shadowweave	[Eclipse, p.110]
Shadowweave manipulates light and darkness to craft minor illusions. Normally 1 Power grants 10 minutes of activity. Effects include will-o-the wisps, cloaking (+6 to stealth and disguise rolls), various apparitions, spheres of darkness, blinding rays of light and hiding small actions - such as slipping out a dagger, picking a pocket, or a strike in combat (offers a +3 circumstance bonus to the user's roll)., For +6 CP the user may expand his or her repertoire to level 2 (2 power) and 3 (4 power) illusion-casting effects (compare to the Sorcerer/Wizard list).	
Witchcraft / Wightsight	[Eclipse, p.110]
Sharpening or expanding the user's senses is a simple trick. In general, this affects one sense at a time, providing either a +6 bonus on relevant checks or some special capability (Darksight, Scent, etc). As a rule this costs 1 Power and lasts for about an hour. Witches may triple the effect by reducing the duration to a single round, allowing effects such as checking a meal for poison with the slightest taste.	
Pact of Vow / Duties (Must spend time in the shadows)	[Eclipse, p.112]
means the character has an obligation to act in some specific circumstance. For example, a character might be required to follow a Healer's Oath, slay anyone who fells a tree in the Sacred Wood, aid all members of the coven who need it, teach the faith to children, or spread plagues in large cities.	
Path of Darkness / Nightforge	[Eclipse, p.118]
Witches with this ability may create solid darkness for 1 Power per hour per 20 lbs. of material. It is treated as being Adamantine for the duration. This can be used as an attack, to trap someone in manacles or a cage, in which case the victim receives a Reflex save.	
Path of Darkness / Shadow Form	[EWB, web]
"Shadow Form"/Ashen Rebirth (with the Dimension Door and Teleportation upgrades, 8 CP). Ghost may spend one power to merge with the darkness for one minute. In that form she gains DR 10/-, the ability to walk on walls and ceilings, the ability to pass through cracks and crevices, a +5 enhancement bonus to stealth, and a (Cha Mod) deflection bonus to her AC. While in this form she may spend 2 power to dimension door from one shadow to another as long as she can trace a transverseable path between them or 7 power to teleport to another shadow.	

Feats	
Adept (Acrobatics, Deception, Stealth, Martial Arts ~ Dex Based)	[Eclipse]

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, Sai, Scourge, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword (Short), Sword Staff, Unarmed, Unarmed Strike

TEMPLATES

Innate Racial Spells

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> Dancing Lights	Evocation [Light]	Standard Action	1 minute/level [D]	Medium (130 ft.)	PHB:p.216
[V,S] TARGET: Up to four lights, all within a 10- ft.-radius area; EFFECT: 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. [SR:No]					
<input type="checkbox"/> Darkness	Evocation [Darkness]	Standard Action	10 minutes/level [D]	Touch	PHB:p.216
[V, M/DF] TARGET: Object touched; EFFECT: 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. [SR:No]					
<input type="checkbox"/> Faerie Fire	Evocation [Light]	Standard Action	1 minute/level [D]	Long (520 ft.)	PHB:p.229
[V,S, DF] TARGET: Creatures and objects within a 5-ft.-radius burst; EFFECT: 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. [SR:Yes]					

* =Domain/Speciality Spell

Innate

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

