

# Liam Archon

NAME  
Point3 Buy1  
CLASS  
4/3  
Character Level/ECL

3000  
EXPERIENCE  
6000  
NEXT LEVEL

# Nick Fuller

PLAYERNAME  
Human  
RACE  
16  
AGE  
Medium  
SIZE  
Male  
GENDER

DEITY  
6' 0"  
HEIGHT  
190 lbs.  
WEIGHT  
Brown  
EYES  
Blonde,  
HAIR

Neutral Good  
ALIGNMENT  
VISION  
-4  
POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	14	+2	14	+2	14	+2
<b>DEX</b> Dexterity	16	+3	16	+3	16	+3
<b>CON</b> Constitution	14	+2	14	+2	14	+2
<b>INT</b> Intelligence	12	+1	12	+1	12	+1
<b>WIS</b> Wisdom	16	+3	16	+3	16	+3
<b>CHA</b> Charisma	12	+1	12	+1	12	+1

<b>HP</b> hit points	34	WOUNDS/CURRENT HP			
<b>AC</b> armor class	17	14	15	10	2
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS
<b>INITIATIVE</b> modifier	+3	+3	+0	TOTAL	
<b>BASE ATTACK</b> bonus	+2				

SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED			
				Walk 30 ft.							
2	0	3	0	0	0	2		10	+0	0	
ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+4	+2	+2	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+6	+3	+3	+0	+0	+0		
<b>WILL</b> (wisdom)	+5	+2	+3	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+5	+2	+2	+0	+1	+0	
<b>RANGED</b> attack bonus	+6	+2	+3	+0	+1	+0	
<b>GRAPPLE</b> attack bonus	+5	+2	+2	+0	+1	+0	

Martial Arts	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+10	2d10+2	20/x2	5 ft.

Dagger of Red Beard One Eye				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	PS	M	19-20/x3	5 ft.
	To Hit		Dam	To Hit		Dam		
1H-P	+3		1d6+4	2W-P-(OH)	-3			1d6+4
1H-O	-1		1d6+3	2W-P-(OL)	-1			1d6+4
2H	+3		1d6+5	2W-OH	-7			1d6+3
	30 ft.		60 ft.	120 ft.		180 ft.		240 ft.
TH	+4		+4	+2		+0		-2
Dam	1d6+4		1d6+4	1d6+4		1d6+4		1d6+4
Special Properties								

## 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
*Leather	Light	+2	+6	+0	10

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	7/3.5	MISC MODIFIER
✓	Acrobatics	DEX	9	=	3	+ 6.0	+
✓	Appraise	INT	1	=	1	+	+
✓	Athletics	STR	2	=	2	+	+
✓	Craft (Untrained)	INT	1	=	1	+	+
✓	Deception	CHA	1	=	1	+	+
✓	Endurance	CON	2	=	2	+	+
✓	Gather Information	CHA	1	=	1	+	+
✓	Heal	WIS	3	=	3	+	+
✓	Martial Arts		6	=	0	+ 6.0	+
✓	Perception	WIS	9	=	3	+ 6.0	+
✓	Persuasion	CHA	1	=	1	+	+
✓	Ride	DEX	3	=	3	+	+
✓	Sense Motive	WIS	3	=	3	+	+
✓	Spellcraft	INT	4	=	1	+ 3.0	+
✓	Stealth	DEX	9	=	3	+ 6.0	+
✓	Survival	WIS	3	=	3	+	+
	Survival (Find or follow tracks)	WIS	5	=	3	+ 1.0	+
✓	Thievery	DEX	3	=	3	+	+
✓	Use Rope	DEX	3	=	3	+	+
				=	+	+	+

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Dagger of Red Beard One Eye	Carried	1	0.0	0.0
Leather	Equipped	1	15.0	10.0
<b>Wrappings of Unarmed Precision +2</b>	Equipped	1	0.0	0.0
Increase your unarmed attacks by +2 to hit.				
TOTAL WEIGHT CARRIED/VALUE			15 lbs. 10.0 gp	

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

SPECIAL ATTACKS	
<b>Martial Arts (15x)</b>	<b>[Eclipse, p.53]</b>
(3 CP). A character is considered armed when using unarmed combat so long as he or she places at least 3 CP in this ability. He or she gains a base damage of 1d4 with unarmed attacks. Each +3 CP invested after that increases the damage by one die type (d6/d8/d10/d12), up to a maximum of 1d12 at 15 CP., [Damage 2d10]	
<b>Warcraft</b>	<b>[Eclipse, p.10]</b>
+2 BAB	

SPECIAL QUALITIES	
<b>Armor Proficiency (Light)</b>	<b>[Eclipse, p.49]</b>
Proficient with Light Armors	

FEATS	
<b>Feat Conversion to CP ~ 6 (4x)</b>	<b>[Eclipse, p.9]</b>
Covert regular feat to six Character Points	

PROFICIENCIES
Gauntlet, Grapple, Spells(Ray), Unarmed Strike

LANGUAGES
Common, Sylvan

TEMPLATES
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## Recurring Bonuses

### Duties

[Eclipse, p.17]

(+2) A character with Duties has extensive obligations. These restrict his or her time and freedom of action, as well as draining his or her resources, but also mean getting a lot of practice or extra training. This typically includes Druids, Clerics, and Paladins. Ignoring your duties brings on various penalties. Strangely, this continues until the GM feels you have enough penalties to equal the points you got from Duties.

## DISADVANTAGES

### History

[Eclipse, p.19]

The player has a few pages of notes for the GM about the character's history, personality, and goals. This should include some mention of friends and family, old enemies or allies, and where the character got his or her training or equipment. The GM should to allow the player several sessions to come up with it all.

### Irreverent ()

[Eclipse, p.19]

You are fundamentally unable to accept the "divinity" of gods. You recognize their might and may even see one as a patron, but worship just isn't part of your nature' they're just really powerful people to you. While gods generally forego directly smiting you, none of them will grant you divine magic and many clerics have a problem with you.

### Secret ()

[Eclipse, p.19]

There is something buried in your past which you must keep hidden. Your dark secret may range from your unpopular ancestry to being a mass murderer, but bad things happen if it is revealed (i.e., you will get two shiny new disadvantages). Characters most commonly get two from: Hunted, Outcast, Poor Reputation, or Valuable, but things like Accursed, Insane, Obligations, or Unluck may fit in some cases.

## Spell Caster Information

### Cleric

[Eclipse, p.11]

Cleric Level 4, Casterlevel is 4

## Eclipse Abilities

### Defender ~ Improved ~ Specialized vs Melee (6x)

[Eclipse, p.51]

AC Bonus vs. Melee Attack +2

## Martial Arts

### Attack

[Eclipse, p.81]

You get a +1 bonus on rolls to Attack, Throw, Grapple, and Trip opponents.

### Defenses (2x)

[Eclipse, p.81]

You gain +1 bonus to AC when you are unarmored or lightly armored.

## Notes:

Character Sheet Notes: