

Character Name

d8E 4

CLASS

4 (4)

6000 / 10000

EXP / NEXT LEVEL

Character Level (CR)

6000 / 10000

EXP / NEXT LEVEL

ABILITY NAME

STR

Strength

14

+2

DEX

Dexterity

20

+5

CON

Constitution

15

+2

INT

Intelligence

16

+3

WIS

Wisdom

14

+2

CHA

Charisma

17

+3

SAVING THROWS

FORTITUDE

(constitution)

REFLEX

(dexterity)

WILL

(wisdom)

TOTAL

+4

=

+2

+

+2

+

+0

+

+0

+

+0

+

TOTAL

+9

=

+4

+

+5

+

+0

+

+0

+

+0

+

TOTAL

+4

=

+2

+

+2

+

+0

+

+0

+

+0

+

Conditional Modifiers

MELEE

attack bonus

+10

=

+3

+

+2

+

+0

+

+5

+

+0

+

RANGED

attack bonus

+10

=

+3

+

+5

+

+0

+

+2

+

+0

+

GRAPPLE

attack bonus

+7

=

+3

+

+2

+

+0

+

+2

+

+0

+

Martial Arts

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+11

1d6+2

20/x2

5 ft.

*Longsword (Growth Item / Chosen One)

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

S

M

19-20/x2

5 ft.

To Hit

Dam

To Hit

Dam

1H-P

+12

1d8+3

2W-P-(OH)

+6

1d8+3

1H-O

+8

1d8+2

2W-P-(OL)

+8

1d8+3

2H

+12

1d8+4

2W-OH

+2

1d8+2

Special Properties

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

Matt Y.

Player Name

Human / Humanoid

RACE

23

Male

AGE

GENDER

Deity

Medium / 5 ft.

SIZE / FACE

Blue

EYES

None

Region

5' 7" / 165 lbs.

HEIGHT / WEIGHT

Dark Brown

HAIR

True Neutral

Alignment

Darkvision (60 ft.)

VISION

HP

hit points

34

WOUNDS/CURRENT HP

AC

armor class

23

TOTAL

18

FLAT

19

TOUCH

10

BASE

4

ARMOR BONUS

0

SHIELD BONUS

5

STAT

0

SIZE

0

NATURAL ARMOR

0

REFLECTION

1

DODGE

0

Morale

0

Insight

0

Sacred

0

Profane

0

MISC

0

INITIATIVE

modifier

+7

TOTAL

+5

DEX MODIFIER

+2

MISC MODIFIER

MISS CHANCE

0

Arcane Spell Failure

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

SPEED

Walk 30 ft.

TOTAL SKILLPOINTS: 61

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

MAX RANKS: 7/3.5

✓

Acrobatics

DEX

15

=

5

+

7

+

3

✓

Appraise

INT

10

=

3

+

7

✓

Athletics

STR

9

=

2

+

7

✓

Athletics (Climb (Using a rope))

STR

11

=

2

+

[7]

+

2

✓

Craft (Trapmaking)

INT

6

=

3

+

3.5

✓

Craft (Untrained)

INT

3

=

3

✓

Deception

CHA

10

=

3

+

7

✓

Endurance

CON

2

=

2

✓

Gather Information

CHA

10

=

3

+

7

✓

Heal

WIS

2

=

2

✓

Insight

WIS

9

=

2

+

7

Knowledge (Dungeoneering)

INT

8

=

3

+

5

Linguistics

INT

8

=

3

+

5

Martial Arts (Dexterity Based)

DEX

14

=

5

+

6

+

3

✓

Perception

WIS

9

=

2

+

7

✓

Persuasion

CHA

5

=

3

+

2

✓

Persuasion (Diplomacy)

CHA

7

=

3

+

4

✓

Ride

DEX

8

=

5

+

3

✓

Stealth

DEX

18

=

5

+

7

+

6

✓

Survival

WIS

2

=

2

✓

Survival (Find or follow tracks)

WIS

4

=

2

+

2

✓

Survival (Underground)

WIS

4

=

2

+

2

✓

Thievery

DEX

15

=

5

+

7

+

3

✓

Thievery (Sleight of Hand)

DEX

17

=

5

+

[7]

+

5

✓

Use Rope

DEX

13

=

5

+

5

+

3

=

+

+

=

+

+

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

Conditional Modifiers:

+3 Specialty to Perception / Notice being followed

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Boots of the New Chosen Ones	Equipped	1	0	0
Chosen One Backpack of Holding	Equipped	1	0	0
Chosen One Orb	Equipped	1	0	0
Chosen One Robe	Equipped	1	0.5	1
Longsword (Growth Item / Chosen One)	Equipped	1	4	15
Sentient Any Weapon Growth [+1]				
TOTAL WEIGHT CARRIED/VALUE			4.5 lbs. / 16 gp	

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

LANGUAGES				
Celestial, Common, Draconic, Elven, Goblin				

Special Attacks	
Augment Attack / Sneak Attack d8 (4x)	[Eclipse, p.50]
Sneak attack +4d8	
Martial Arts (2x)	[Eclipse, p.53]
Unarmed Damage 1d6+2, lethal or non-lethal as desired without penalty (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.	
Warcraft	[Eclipse, p.10]
+3 BAB	
Warcraft / +1 to Weapon, no bab (Longsword)	[Eclipse, p.10]

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -2, Dying -3 and Dead -16	
1 extra feat at 1st level.	[Is This It]
1 extra feat at 1st level.	
Humanoid Traits	[Is This It, 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.	

Recurring Bonuses	
Duties (Chosen Ones)	[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.	
Fast Learner (Focused on Skills /Human) (Child)	[Eclipse, p.17]
(+2) This ability grants 2 Skills per eclipse character level.	
Upgrade Human Racial Fast Learner	[Eclipse]
Upgrades the Fast Learner Human Racial to Double Points	

DISADVANTAGES	
Hunted (Authorities)	[Eclipse, p.19]
Someone's out to get you. You may be an outlaw, have personal enemies, or have been marked by some mystical entity. The nature of your foes should be decided in consultation with the GM. As a rule, you cannot simply confront your hunters and fight it out with them. They're either numerous, powerful, or secretive.	
Obligations (Deity Strings)	[Eclipse, p.19]
You have responsibilities which you cannot easily discharge. You may have dependents, debts, a geas, massive tithes, oaths to fulfill, a job which you cannot readily leave, be sworn to the service of a lord or ruler, or just have friends who need looking after. This is a wonderful way to get dragged into adventures.	
Valuable	[Eclipse, p.20]
You are worth a lot of money. This usually means that there's a reward out on you, but it may mean that you will bring a vast price on the slave market, have some mystic quality about you which makes you priceless to a mage, or, for truly exotic character races, that your body parts are extremely valuable.	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 168	
Acrobatics	[Eclipse, p.23]
Acrobatics allows you to combine several physical stunts into one roll. An example might be, "I flip over the railing, grab the chandelier, swing across the room, tumble out the window, and land on my horse!" This would require one roll, at the highest DC incurred by any single action. You may thus evade some checks; in the example above the character wouldn't need to make any Jump checks because the Tumble check has the highest DC involved.	
Acrobatics / Light Foot	[Eclipse, p.23]
allows combining an impractical maneuver with normal movement, such as running on walls or turning in midair while jumping.	
Adept (Appraise, Acrobatics, Athletics, Gather Information, Perception, Stealth, Thievery, Deception)	[Eclipse, p.24]
(6 CP). Select four related (i.e., get your GM's permission) skills, which you learn for half price. Each rank of a relevant skill now costs only 1/2 CP. Each rank of an irrelevant one now costs only 1 CP. ! You may take this ability twice, affecting two groups of skills, if your Game Master gives you permission. Adept is actually one of the most powerful abilities in the system. It provides a huge skill bonus in exchange for simply deciding on what you're good at. The Game Master should keep a careful eye this. It's most common in Prestige Class conversion.	
Awareness	[Eclipse, p.25]
(6 CP) You suffer no defensive penalties when you're surprised. You retain your Dexterity bonus when caught 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.	
Companion	[Eclipse, p.27]
(6 CP). Used to gain familiars, psycrystals, animal companions, and sometimes mounts. Companion empowers a sidekick - usually an animal. You may choose to apply the standard d20 Druid's Animal Companion bonuses, Wizard's Familiar bonuses, Paladin's Mount bonuses, get a Psi-Crystal, or use any similar progression. The base creature may not have an ECL of more than 1/3 your character level.	
Evasive / Very Common Actions (Move by opponent in threatened area)	[Eclipse, p.52]
Evasive characters may take an action (select one) that usually provokes an Attack of Opportunity without being so exposed. You may take this multiple times, selecting a different action each time.	
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]
The ever-useful Fortune feat gives the character the ability to entirely ignore certain effects on a successful save. If a spell or effect has an entry such as "Fort Partial" or "Ref half," this feat works.	
Grant of Aid	[Eclipse, p.32]
(6 CP). You are automatically healed of 1d8+5 points of damage or 1d3 points of attribute damage or 1 negative level (select as needed) once per day per three levels or part thereof. This does not require an action; the player simply decides when it happens.	
Grant of Aid / Regenerative / Slow Regrowth	[Eclipse, p.32]
(+3 CP) allows the slow (1d4 weeks) regrowth of lost limbs and organs.	
Improved Initiative	[Eclipse, p.53]
The character gains +2 to Initiative per 3 CP invested, up to a maximum +8 bonus. [Current Bonus is +2]	
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. [Additional Total Granted 0]	
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]
Grants +4 Armor Bonus to AC At Will	
Innate Enchantment / Natural Expertise	[Eclipse]
Is considered proficient with any piece of equipment he or she picks up.	
Legionary ~ Chosen One	[Drew, p.53]
Only Works with Chosen Ones. A Legionary has great coordination when fighting in	

a team. The character gains +1/2/3 bonus to AC, Attacks and Reflex Saves when teamed with 1-2/3-4/5+ others with who also possess this feat.

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Martial Arts

Martial Arts Basic / Attack (2x)

[Eclipse, p.81]

Gain additional +1 each time taken [currently +2] bonus on rolls to Attack, Throw, Grapple, and Trip opponents.

Martial Arts Basic / Defenses (3x)

[Eclipse, p.81]

Gain additional +1 each time taken [currently +3] 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, Chisa-Katana, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Crossbow (Repeating Heavy), Crossbow (Repeating Light), Curve Blade (Elven), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Dire), Flail (Heavy), Gauntlet, Gauntlet (Spiked), 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, Martial Weapon, Maul, Morningstar, Net, Nodachi, 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, Ugrish (Dwarven), Waraxe (Dwarven), Warhammer, Whip, Yari

- TEMPLATES
- 03 - World Law ~ Feat Progression 0 - Gain Additional Bonus Feat at First Level
- 03 - World Law ~ Feat Progression 1 - Gain Bonus Feat every Even Level

Kier

Human

RACE

23

AGE

Vision Test: Darkvision (60 ft.)

Male

GENDER

Darkvision (60 ft.)

VISION

True Neutral

ALIGNMENT

Right

DOMINANT HAND

5' 7"

HEIGHT

165 lbs.

WEIGHT

Blue

EYE COLOUR

SKIN COLOUR

Dark Brown,

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

DEITY

Humanoid

Race Type

Race Sub Type

Any

Favored Class

EXP Factor: 100%; EXP Penalty: 0%

Darkvision (60 ft.)

Description:

Biography: