

Saltharion Vorton

Character Name

d10E 3

CLASS

3 (3)

3000 / 6000

Character Level (CR)

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	14		+2		
DEX Dexterity	16		+3		
CON Constitution	16		+3		
INT Intelligence	16		+3		
WIS Wisdom	12		+1		
CHA Charisma	16		+3		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+6	= +3	+3	+0	+0	+0		
REFLEX (dexterity)	+6	= +3	+3	+0	+0	+0		
WILL (wisdom)	+3	= +2	+1	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+8	= +5	+2	+0	+1	+0	
RANGED attack bonus	+9	= +5	+3	+0	+1	+0	
GRAPPLE attack bonus	+8	= +5	+2	+0	+1	+0	

Martial Arts	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+9	1d6+2	20/x2	5 ft.

*Keyblade			HAND	TYPE	SIZE	CRITICAL	REACH
			Both	S	M	19-20/x2	5 ft.
	To Hit	Dam			To Hit		Dam
1H-P	n/a	n/a	2W-P-(OH)		n/a		n/a
1H-O	n/a	n/a	2W-P-(OL)		n/a		n/a
2H	+9	1d10+4	2W-OH		n/a		n/a

*: 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

Conor Rhone

Player Name

Human / Humanoid

RACE

24

Male

GENDER

AGE

HP
hit points

35

WOUNDS/CURRENT HP

AC
armor class

17

TOTAL

14

FLAT

13

TOUCH

10

BASE

4

ARMOR BONUS

0

SHIELD BONUS

3

STAT

0

SIZE

0

NATURAL ARMOR

0

REFLEC-TION

0

DODGE

0

Morale

0

Insight

0

Sacred

0

Profane

0

MISC

INITIATIVE
modifier

+5

TOTAL

+3

DEX MODIFIER

+2

MISC MODIFIER

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

Deity

None

Region

6' 0" / 170 lbs.

SIZE / FACE

HEIGHT / WEIGHT

Green

Green

EYES

HAIR

Chaotic Good

Alignment

Darkvision (60 ft.)

VISION

TOTAL SKILLPOINTS: 24		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS: 6/3	
							RANKS	MISC MODIFIER
✓	Acrobatics	DEX	6	=	3			+ 3
✓	Appraise	INT	3	=	3			
✓	Athletics	STR	2	=	2			
✓	Craft (Untrained)	INT	3	=	3			
✓	Deception	CHA	3	=	3			
✓	Endurance	CON	3	=	3			
✓	Gather Information	CHA	3	=	3			
✓	Heal	WIS	1	=	1			
✓	Insight	WIS	1	=	1			
✓	Perception	WIS	1	=	1			
✓	Persuasion	CHA	3	=	3			
✓	Ride	DEX	6	=	3			+ 3
✓	Stealth	DEX	6	=	3			+ 3
✓	Survival	WIS	1	=	1			
✓	Thievery	DEX	6	=	3			+ 3
✓	Use Rope	DEX	6	=	3			+ 3
							=	+ +
							=	+ +
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.								

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Boots of the New Chosen Ones	Equipped	1	0.0	0.0
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
Keyblade	Equipped	1	6.0	7300.0
TOTAL WEIGHT CARRIED/VALUE			6.5 lbs.	7301.0 gp

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

LANGUAGES	
Abyssal, Celestial, Common, Draconic	

Special Attacks	
Keyblade	[KH]
Atk Penalty -0, Level Penalty -0, MP Loss -0, HP Loss -0	
Martial Arts	[Eclipse, p.53]
[Damage 1d6]	
Warcraft	[Eclipse, p.10]
+3 BAB	
Warcraft / +1 to Weapon, with bab (Keyblade, Keyblade)	[Eclipse, p.10]

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -3, Dying -4 and Dead -17	
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.	
Weapon Proficiency (All Simple and Martial Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple and martial weapons.	

Recurring Bonuses	
Duties (Chosen Ones)	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+6 total CP].	

DISADVANTAGES	
Dependent (Vella's keychain charm; becomes reckless and angry if it is lost or stolen; will attempt to retrieve at any cost)	[Eclipse, p.18]
You require the listed items to function.	
Hallucinations, Flashbacks, and Visions (Hometown ransacked by Tabarath; causes Sal to go temporarily insane)	[Eclipse, p.19]
You have visions or flashbacks.	
Hunted (Torrick)	[Eclipse, p.19]
Something powerful is hunting you.	
Obligations (Rescue Vella from Tabarath cult)	[Eclipse, p.19]
You have the listed obligations.	
Secret (Torrick (Tabarath cultist) has taken sister Vella prisoner)	[Eclipse, p.19]
You have a secret.	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 130, Bonus Feats have added 18 CP, Disadvantages have added 10 CP, Duties adds 6 CP, HD 10 deducts 18 CP, Companions adds 0 CP	
Adept (Acrobatics, Insight, Perception, Persuasion)	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Augment Bonus / Improved ~ Dex applies to Attack	[Eclipse]
Companion	[Eclipse, p.27]
Gain a companion creature of your choice.	
Evasive / Common Actions (Casting in melee; specialized keyblade, Moving through threatened square; specialized keyblade)	[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.	
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.	
Improved Initiative	[Eclipse, p.53]
+2 to initiative each time taken [+2 Bonus]	
Legionary	[Drew, p.53]
(2 CP) Only for bonded 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.	
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.	
Metamagic / Elemental Manipulation	[Eclipse, p.58]
Alter [+0 SL] changes the elemental effect to another. Subdual [+1 SL] deal lethal or subdual. SFX [+1 SL, +2 or 3 for Obvious Spells] changes the look and/or sound. Ether [+1 SL] affect single coexistent plane. [+2 SL] affect all planes. Infliction [+1 SL] Blown Away, Dazed (1 round), Dazzled, Deafened, Fatigued, Knocked Down, or Sickened. [+2 SL] Blinded, Confused, Energy Drained (1 level, lasts 1 hour per Caster Level, max 20), Entangled, Exhausted, Frightened, or Shaken. [+3 SL] Cowering, Nauseated, Panicked, or Stunned. [+4 SL] Paralyzed or Unconscious. [+5 SL] Dead, Petrified. Concussive [+2 SL] creature pushed out of the area of effect or 10 feet per level of the spell, knocking them prone and inflicting damage as if they had fallen an equal distance. Holy/Unholy [+2 SL] makes half the damage Sacred or Profane. Twining [+2 SL] adds secondary elemental effects at half of a base elemental effect. Improved Twining [+4 SL] adds a secondary elemental effect at full power. Sacred/Profane [+4 SL] damage as Sacred or Profane damage.	
Metamagic Upgrade / Fast	[Eclipse, p.60]
(6 CP) For spontaneous spellcasters, Fast allows the use all known metamagic feats without increasing the casting time. In general, this replaces any special preparation feats.	

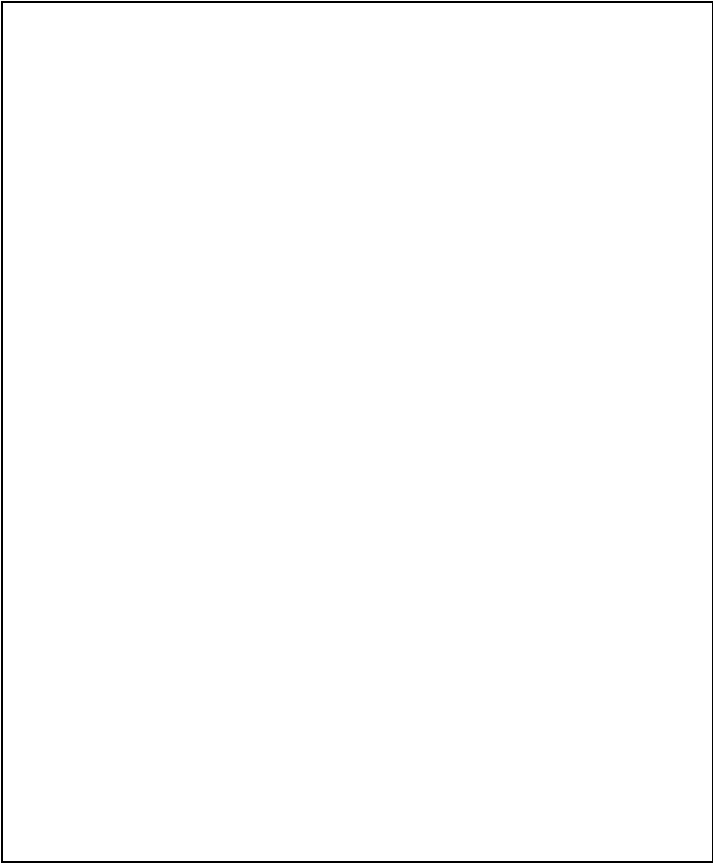
Feats	
Adept (Acrobatics, Insight, Perception, Persuasion)	[Eclipse]

PROFICIENCIES	
Axe (Throwing), Battleaxe, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Giant Rock, Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Hoopak, Javelin, Keyblade, Kukri, Lance, Laser, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Martial Weapon, Maul, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scourge, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Sword Staff, Trident, Unarmed, Unarmed Strike, Waraxe (Dwarven), Warhammer	

TEMPLATES	
-----------	--

Saltharion Vorton

Human
RACE
24
AGE
Vision Test: Darkvision (60 ft.)
Male
GENDER
Darkvision (60 ft.)
VISION
Chaotic Good
ALIGNMENT
Right
DOMINANT HAND
6' 0"
HEIGHT
170 lbs.
WEIGHT
Green
EYE COLOUR
SKIN COLOUR
Green,
HAIR / HAIR STYLE
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION
DEITY
Humanoid
Race Type
Race Sub Type
Favored Class
EXP Factor: 100%; EXP Penalty: 0%
Darkvision (60 ft.)



Description: Biography: