

Olavia Marcanti Bella Summers

NAME

d6E1

CLASS

1/2

Character Level/ECL

1000

EXPERIENCE

3000

NEXT LEVEL

Rebekah Maitland

PLAYERNAME

Human

RACE

20

AGE

Medium

SIZE

Female

GENDER

DEITY

5' 5"

HEIGHT

140 lbs.

WEIGHT

Green

EYES

Doe Brown,

HAIR

Neutral Good

ALIGNMENT

VISION

32

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR	8	-1	8	-1	8	-1
DEX	12	+1	12	+1	12	+1
CON	14	+2	14	+2	14	+2
INT	14	+2	14	+2	14	+2
WIS	16	+3	16	+3	16	+3
CHA	14	+2	14	+2	14	+2

HP

21

AC

15

INITIATIVE

+1

BASE ATTACK

+0

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

+2

REFLEX

+1

WILL

+4

MELEE

-1

RANGED

+1

GRAPPLE

-1

Martial Arts

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

*Dagger

HAND

TYPE

SIZE

CRITICAL

REACH

1H-P

1H-O

2H

TH

Dam

Special Properties

ARMOR

*Leather

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

RANKS

4/2

MISC MODIFIER

Acrobatics

DEX

1

=

1

+

+

Appraise

INT

2

=

2

+

+

Athletics

STR

-1

=

-1

+

+

Craft (Untrained)

INT

2

=

2

+

+

Deception

CHA

3

=

2

+

1.0

+

Endurance

CON

5

=

2

+

+

3

Gather Information

CHA

2

=

2

+

+

Heal

WIS

6

=

3

+

1.0

+

2

Insight

WIS

5

=

3

+

+

2

Knowledge (Arcana)

INT

8

=

2

+

3.0

+

3

Knowledge (History)

INT

8

=

2

+

3.0

+

3

Linguistics

INT

3

=

2

+

1.0

+

+

Martial Arts (Spellweaving)

DEX

5

=

1

+

1.0

+

3

Perception

WIS

5

=

3

+

+

2

Perform (Dance)

CHA

3

=

2

+

1.0

+

+

Persuasion

CHA

3

=

2

+

1.0

+

+

Psychic (Empathy)

WIS

3

=

3

+

+

+

Psychic (Mental Contact)

CHA

2

=

2

+

+

+

Psychic (Psychic Sense)

WIS

3

=

3

+

+

+

Psychic (Psychic Shield)

WIS

3

=

3

+

+

+

Ride

DEX

1

=

1

+

+

+

Rune Casting (Conjuration)

11

=

0

+

3.0

+

8

Rune Casting (Lunar)

11

=

0

+

3.0

+

8

Rune Casting (Weather)

11

=

0

+

3.0

+

8

Rune Mastery (Conjuration)

11

=

0

+

3.0

+

8

Rune Mastery (Lunar)

11

=

0

+

3.0

+

8

Rune Mastery (Weather)

11

=

0

+

3.0

+

8

Secrets

INT

6

=

2

+

1.0

+

3

Speak Language(Draconic, Goblin)

4

=

0

+

1.0

+

3

Stealth

DEX

1

=

1

+

+

+

Survival

WIS

8

=

3

+

+

5

Thievery

DEX

1

=

1

+

+

+

Use Rope

DEX

1

=

1

+

+

+

=

+

+

+

=

+

+

+

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Dagger	Equipped	1	1.0	2.0	
Leather	Equipped	1	15.0	10.0	
TOTAL WEIGHT CARRIED/VALUE			16 lbs.	12.0 gp	

WEIGHT ALLOWANCE					
Light	26	Medium	53	Heavy	80
Lift over head	80	Lift off ground	160	Push / Drag	400

Special Attacks	
Warcraft +0 BAB	[Eclipse, p.10]
Warcraft / Weapon Focus (Unarmed) Increase selected weapon to hit by +1	[Eclipse, p.10]

Special Qualities	
Weapon Proficiency (All Simple Weapons) Grants Proficiency with all simple weapons.	[Eclipse, p.49]

Recurring Bonuses	
Duties (Secretarial Duties) (+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.	[Eclipse, p.17]
Fast Learner/ Specialized for increased effect L0 (Skills) (+2) Actually purchased as a feat for 6 CP, this ability grants extra CP as the character rises in level. Specialized versions are available and encouraged. No one may take Fast Learner more than once unless it's been built into a template, race, or class by the Game Master.	[Eclipse, p.17]

DISADVANTAGES	
Obligations (feels compelled to act to prevent dark visions from coming to pass) 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.	[Eclipse, p.19]
Recorder The player keeps records, and ensures that the GM gets a copy. Acceptable forms are up to the GM, but common variants include character diaries, letters, campaign logs, and keeping a list of NPC's.	[Eclipse, p.19]
Unarmored You refuse to use armor for some reason. Characters who already suffer major penalties for wearing armor can't take this disadvantage.	[Eclipse, p.20]

Eclipse Abilities	
Adept (Endurance, Knowledge (Arcana), Knowledge (History), Survival) (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.	[Eclipse, p.24]
The Ancient One (+2 ECL) The basic "Ancient One" has "lived" two to four "prior lives", and - most often - "started out" as a beast or as a talisman-making shaman or some such. Since this is pretty obviously an acquired template to be stacked over an existing race, it's been built with a total of 64 CP - making it a +2 ECL template over whatever it's applied to.	[Eclipse]
Prior "Lives" +3 Specialities in each of three times and places where the character "previously lived". These can usually be applied to rolls related to events during the period, cultural questions, and general knowledge of the period. Note that a single speciality could cover several lifetimes in a boring area, a nonsentient lifetime won't require one at all, and an exciting life full of travel might require two or even all three. (3 CP).	[Eclipse]
The Memory of Stone Immunity/Forgetting Things and Memory Alteration (Uncommon, Minor, Great, 6 CP); Ancient Ones are immune to effects that produce forgetfulness or alter memories of level seven or below, and get a +8 bonus both on attempts to recall specific things they've observed and on saving throws versus higher-level effects that produce forgetfulness or alter memories.	[Eclipse]
Bearer of Lost Lore Occult Skill/Secrets (3 CP). Each skill point invested in the "Secrets" skill brings extraordinary knowledge - the names of a dozen powerful fey, the routes through the crypts beneath the sacred mountains, how to open the seven gates of the netherworld, or the summoning chant of the three winds. The game master may let a character roll against his or her Secrets skill to see if they know some bit of lost information - or simply give the user additional secrets/plot hooks when it's convenient.	[Eclipse]
Rune Weaver All Ancient Ones - for some unknown reason - have a strong affinity for Rune Magic, gaining the Magician (6 CP) and Runic Ritual (6 CP) abilities. They also gain Adept x2, although the second instance is Specialized/two skills only (9 CP). Each Ancient One may select three Rune Casting and three Rune Mastery skills which he or she may buy for half price. These are his or her core magical abilities.	[Eclipse]
Long Experience Augmented Bonus/may add their (Wis Mod) to their (Int Mod) with respect to their Knowledge Skill Scores (6 CP). Over many lifetimes, the Ancient Ones have learned many things.	[Eclipse]
The Deep Lore/Racial Skill Bonuses +4 to all six of their core magical skills (12 CP), +3 to Secrets (3 CP), +3 to a Martial Art (3 CP), +3 to Speak Language (the languages of previous "lives", 3 CP), and +3 to any two other skills (6 CP).	[Eclipse]
Template Disadvantages History (this is mandatory for an Ancient One; where is your memory-talisman located? What are you doing to look after it? Who were you in your earlier lives, how did those memories wind up in a talisman, and what were those lives like? Playing an Ancient One involves coming up with a fair amount of information), Hunted (the Ancient Ones always have enemies), and Insane (Ancient Ones act pretty oddly, tend to upset people, never forget an injury or offence, and are often so weird that they're believed possessed) (-10 CP).	[Eclipse]
Immunity / XP Cost Innate Enchantment (2 CP) Immune to L1 Divination Magics. Major,Legendary.	[Eclipse]
Innate Enchantment 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.	[Eclipse, p.34]
Innate Enchantment / Detect Magic 1/Day Spell Level One-Half x Caster Level One x 2000 GP for Unlimited-Use Use-Activated x .2 usable once per day = 200 GP.	[Eclipse]
Innate Enchantment / Read Magic 1/Day Spell Level One-Half x Caster Level One x 2000 GP for Unlimited-Use Use-Activated x .2 usable once per day = 200 GP.	[Eclipse]
Innate Enchantment / Skill Mastery/+2 to all Wisdom-Linked Skills (sadly, this has only half effect on her Rune Magic skills): Spell Level One-Half x Caster Level One x 2000 GP for Unlimited-Use Use-Activated x .7 Personal Only = 700 GP. Again, from The Practical Enchanter.	[Eclipse]
Innate Enchantment / Immortal Vigor I Gain 2d6 + (Con Bonus x2) worth of HP. In this case 12+CON.	[Eclipse]
Occult Skill ~ Psychic Ability You have the potential to acquire psychic feats and skills.	[Drew]
Occult Skill ~ Psychic Ability ~ Telepathy You have the potential to learn telepathy skills.	[Drew]

Martial Arts

Martial Arts / Spellweaver

[Eclipse]

(+2 to saves versus occult attacks).

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 Basic / Strike

[Eclipse, p.81]

You may deal lethal or nonlethal damage at will without penalty. Your base damage is at least 1d4. This may only be taken once.

PROFICIENCIES

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

LANGUAGES

Common, Draconic, Dwarven, Elven, Gnome, Goblin, Halfling, Sylvan

TEMPLATES

The Ancient One Bekah

Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<input type="checkbox"/>	Read Magic		None	Standard Action	10 minutes/level	Personal	V,S,F	No	Divination	PHB: p.269
<i>Effect:</i> Read scrolls and spellbooks.						<i>Target:</i> You			<i>Caster Level:</i> 1	
<input type="checkbox"/>	Detect Magic		None	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: p.219
<i>Effect:</i> Detects spells and magic items within 60 ft.						<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 1	

* =Domain/Speciality Spell