

NAME _____

| ABILITY NAME | BASE SCORE | BASE MSD | ABILITY SCORE | ABILITY MSD | TEMP SCORE | TEMP MSD |
|--------------|---------------|-------------|------------------|----------------|---------------|-------------|
|--------------|---------------|-------------|------------------|----------------|---------------|-------------|

*: 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.

PLAYERNAME

WOUNDS/CURRENT HP

[illegible]

DEITY

ALIGNMENT

VISION

SPEED

| EQUIPMENT | | | | | |
|--|----------|-----|----------|------------|--|
| ITEM | LOCATION | QTY | WT | COST | |
| Claw | Equipped | 1 | 0.0 | 0.0 | |
| Faerie Garb +3 | Equipped | 1 | 0.5 | 9151.0 | |
| Keyblade (Arky) | Equipped | 1 | 6.0 | 5000.0 | |
| Sentient Rod of Any Weapon | Equipped | 1 | 0.0 | 0.0 | |
| Special Backpack of Holding 0 lbs. | Equipped | 1 | 0.0 | 0.0 | |
| Special Boots | Equipped | 1 | 0.0 | 0.0 | |
| TOTAL WEIGHT CARRIED/VALUE | | | 6.5 lbs. | 14151.0 gp | |

| WEIGHT ALLOWANCE | | | | | |
|------------------|-----|-----------------|-----|-------------|------|
| Light | 116 | Medium | 233 | Heavy | 350 |
| Lift over head | 350 | Lift off ground | 700 | Push / Drag | 1750 |

+7/+2

| Special Attacks | |
|--|-----------------|
| Any Weapon Rod | [Is This It] |
| Quicksilver metal rod can become any weapon of a non-complex nature, up to a crossbow. It will form the desired weapon as a Free Action. May have other properties that as of yet are undiscovered. | |
| Natural Weapon (Claw) | [DS, web] |
| You can use your sharp claws to deal lethal (slashing) damage instead of nonlethal damage with an unarmed attack. Attacks made with natural weapons do not provide attacks of opportunity. The damage of this attack is the base creature's normal unarmed combat damage. | |
| Keyblade | [KH] |
| Atk Penalty -0, Level Penalty -1, MP Loss -4, HP Loss -0 | |
| Valor Form (Su) | [KH] |
| Valor Form is the first Drive that you become able to do. When you Drive into Valor Form, you gain numerous benefits. You gain a +4 bonus to both Strength and Dexterity, as well as a +4 bonus on Jump checks. In addition, if you own more than one keyblade or keychain, you are able to use both of them, gaining the benefit of the Two-Weapon Fighting feat even if you don't meet the prerequisites. If you don't have two keyblades, the Form creates a nonmagical, masterwork copy of the one you do have. When you Drive into Valor Form, you must have at least 30 points in your Drive Gauge. When you Drive into Valor Form, the Drive Gauge is reset to 30 points. | |
| Warcraft | [Eclipse, p.10] |
| +7 BAB | |

| Special Qualities | |
|--|-----------------|
| Drive | [KH] |
| Immediately upon completing the Test of Valor, you gain the ability to Drive-- that is, infuse the Faerie Garb with a particular virtue you have to gain extra abilities for a short time. However, with all the bonuses, there is a powerful drawback: Anti Form. Anti Form is a state reached when you abuse the powers that Drives grant to you, and your heart is momentarily seized and consumed by darkness. The amount of time each form lasts depends on what is called a "Drive Gauge", which is a visible yellow meter on the left wristcuff of the Faerie Garb. If one were to pay enough attention, he would find that the Drive Gauge is actually based on a numeric system. When first seen, the amount the gauge shows would be equivalent to 30 points. When you Drive though, you see the gauge begin depleting, by 1 every second (6 per round, lost at the end of each action). Also, every time you attack (make an attack roll), you lose 1 point from the gauge. When the gauge drops to 0, your Drive ends. There are two ways to refill the Drive Gauge - 1. Each time you successfully deal damage to an opponent, the Drive Gauge refills by 1 point. 2. Once an hour the Drive Gauge automatically refills itself by 1 point. The Drive Gauge does not refill while you're in a Drive. Each time you Drive, your Form will reset the Drive Gauge for you to a particular amount. When that amount runs out, your Drive Gauge empties completely, and you revert to your normal form. At the same time your Form resets the Drive Gauge, it restores 3/4 of your maximum hit points. Also, while Driving, you ignore the penalties to your attack rolls and saving throws the Faerie Garb gives you. | |
| Feel the Darkness | [KH] |
| Determine where heartless are. | |
| Illan Racial | [Is This It] |
| +1 skill point per level for psychic abilities | |
| Weapon Proficiency (All Simple and Martial Weapons) | [Eclipse, p.49] |
| Grants Proficiency with all simple and martial weapons. | |

| 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. | |
| Fast Learner/ Specialized for increased effect (Specialized towards Warcraft) | [Eclipse, p.17] |
| (+1) 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. | |

| DISADVANTAGES | |
|---|-----------------|
| Hunted (Tabarath Cult) | [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 (Chosen One) | [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. | |
| Unarmored | [Eclipse, p.20] |
| You refuse to use armor for some reason. Characters who already suffer major penalties for wearing armor can't take this disadvantage. | |

| Eclipse Abilities | |
|---|----------------------|
| Action Hero () | [Eclipse, p.23] |
| Action Hero / Stunt | [Eclipse] |
| Create Relic | [Eclipse, p.29] |
| (6 CP). Another classical way to create weird and wonderful devices, Create Relic allows you to invest CP directly into items. Each 1 CP permanently invested in such an item grants it 6 CP worth of abilities to bestow on the user. While this is permanently weakens you, and creates items which are intimately tied to you, it does allow the creation of truly impressive devices without having to expend a lot of CP on special abilities. Such items are very good links to you for certain magical activities. | |
| +4 racial bonus on saves against sleep and paralysis | [DS, web] |
| Enthusiast | [Eclipse, p.31] |
| (3 CP). Enthusiast grants 1 floating CP. Given 72 hours to retrain and redirect it you may put it into anything you please save for Specific Knowledges (page 10), boosting that ability until you turn your enthusiasm in another direction. | |
| Enthusiast / Adaptation | [Eclipse, p.31] |
| (+3 CP) allows the user to redirect a CP in a mere 1d4+1 hours. | |
| Enthusiast / Double | [Eclipse, p.31] |
| (+3 CP) upgrades Enthusiast so that it grants 2 floating CP instead of 1. | |
| Equipage | [Eclipse, p.31] |
| A character with Equipage can always find minor items (With a maximum value of 2 gp per level per week) on his or her person. It does not matter if the character is locked naked in a dimensional vault; he or she can always locate the required goods. Sadly, all versions of Equipage are limited to things that the user can reasonable carry; normal humans cannot pull five tons of dirt out of their back pocket just because it's cheap. | |
| Equipage / Link | [Eclipse, p.31] |
| (+3 CP) allows the user to bond with a specific item currently in his or her possession. From then on, the user may pull it out of nowhere on a moment's notice. | |
| Equipage / Purchasing | [Eclipse, p.31] |
| (+6 CP) allows the character to stuff money into his or her pockets and pull out gear in exchange. Availability is up to the GM, who may require Gather Information rolls or a similar check for exotic items. | |
| 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. | |
| Lunge | [Eclipse, p.53] |
| (6 CP). Add +5 feet to your effective reach. Creatures with tentacles, stretching powers, or very long limbs may take this more than once. | |
| Mental Link | [Is This It, Custom] |
| You are automatically in Mental Contact with your companions | |
| Occult Sense (Treasure Sense) | [Eclipse, p.38] |
| (6 CP). Occult Sense grants the character a new sense, such as lowlight vision, deathlight (allowing you to sense when someone is near death), the ability to accurately date objects by touch, the ability to sense radiation or magnetic fields, the ability to see ethereal spirits, automatically sensing the current astrological modifiers (if such things are used), and so on. Occult Sense generally counteracts minor penalties or allows minor added abilities. More powerful senses, such as Darkvision (where the character sees even in total darkness) cost the same, but come with limitations. This usually amounts to either being usable 3/day with a duration in rounds equal to the character's level or greatly limited range, usually 60'. Extremely powerful senses are usually only usable in special circumstances. | |
| Occult Skill ~ Psychic Ability | [Is This It] |
| You have the potential to acquire psychic feats and skills. | |
| Occult Skill ~ Psychic Ability ~ Clairsentience | [Is This It] |
| You have the potential to learn clairsentience skills. | |
| Occult Skill ~ Psychic Ability ~ Psyschoportation | [Is This It] |
| You have the potential to learn psychoportation skills. | |
| Occult Skill ~ Psychic Ability ~ Telepathy | [Is This It] |
| You have the potential to learn telepathy skills. | |
| Reflex Training (Teleportation grants extra Standard Action (WIS times), Opponent drops after melee attack, grants additional attack) | [Eclipse, p.40] |
| (6 CP). With Reflex Training, a character gains a free, immediate, Standard Action under some particular circumstance. You cannot string together more reflexive actions than your relevant attribute bonus (usually Str Mod or Dex Mod). Alternatively, the character may instead simply take an extra Standard Action at any time 3 times per day. You may not use this version more than once per round. | |

+7/+2+7/+2

| | |
|--------------------------------|----------------|
| Feats | |
| Feat Conversion to CP ~ 6 (2x) | [Eclipse, p.9] |

| |
|---|
| <p>PROFICIENCIES</p> <p>Axe (Throwing), Battleaxe, Chakram, Claw, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), 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, 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</p> |
|---|

| |
|---|
| <p>LANGUAGES</p> <p>Common, Draconic, Goblin</p> |
|---|

| |
|-------------------------|
| <p>TEMPLATES</p> |
|-------------------------|

Arkansas Jones

Illan

RACE

19

AGE

Male

GENDER

Darkvision (60 ft.), Low-light

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

6' 3"

HEIGHT

220 lbs.

WEIGHT

Blue

EYE COLOUR

SKIN COLOUR

Brown,

HAIR

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE

RESIDENCE

LOCATION

None

REGION

Description:

Enthusiast / Double Plus Adaptation - All Specialized for Relics

Fast Learner - Specialized for Warcraft (2 CP each Level)

Bonus Uses for Grant of Aid - 6 CP

Biography:

Notes:

Character Sheet Notes: