

Teryn "The Hound" Solarus

NAME	
Ed815	105000
CLASS	EXPERIENCE
15	120000
Character Level	NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	17	+3	17	+3	17	+3
DEX Dexterity	13	+1	13	+1	13	+1
CON Constitution	16	+3	16	+3	16	+3
INT Intelligence	16	+3	16	+3	16	+3
WIS Wisdom	18	+4	18	+4	18	+4
CHA Charisma	10	+0	10	+0	10	+0

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+7	= +4	+ +3	+ +0	+ +0	+ +0		
REFLEX (dexterity)	+7	= +6	+ +1	+ +0	+ +0	+ +0		
WILL (wisdom)	+9	= +5	+ +4	+ +0	+ +0	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+13	=	+11	+ +3	+ +0	+ -1	+ +0
RANGED attack bonus	+11	=	+11	+ +1	+ +0	+ -1	+ +0
GRAPPLE attack bonus	+13	=	+11	+ +3	+ +0	+ -1	+ +0

Martial Arts	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+13/+13	2d10+3	20/x2	5 ft.

Quarterstaff	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+13/+13		1d6+4			
Special Properties					

*Teryn's Walking Stick		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	B	M	none/x0	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+19/+19		2d4+9				
Special Properties	May deal non-lethal damage at will, Bonded Weapon:+3 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.					

*: 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
*Teryn's Bracers		+8		+0	0
Grants Cloaking and Guises Abilities					

Conor Rhone

PLAYERNAME	
Half-Elf	Medium
RACE	SIZE
25	Male
AGE	GENDER

HP	hit points	WOUNDS/CURRENT HP
146		
AC	armor class	SUBDUAL DAMAGE
19		
TOTAL	FLAT	TOUCH

INITIATIVE	modifier	WOUNDS/CURRENT HP
+7		
TOTAL	DEX MODIFIER	MISC MODIFIER
BASE ATTACK	bonus	DAMAGE REDUCTION
+11/+6/+1		

Rillifane Rallathil

DEITY	
6' 2"	175 lbs.
HEIGHT	WEIGHT
Green	Light Brown,
EYES	HAIR

SUBDUAL DAMAGE					DAMAGE REDUCTION		
3	0	1	0	0	0	0	
ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	MISC	

Neutral Good

ALIGNMENT	
Low-light	
VISION	
-1	
POINTS	

SPEED			
Walk 30 ft.			
	0	+0	0
MISS CHANCE	ARCANE SPELL	ARMOR CHECK	SPELL RESIST

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	18/9
✓ Acrobatics	DEX	19	=	1	+ 18.0 +
✓ Appraise	INT	3	=	3	+ +
✓ Athletics	STR	3	=	3	+ +
✓ Craft (Untrained)	INT	3	=	3	+ +
✓ Deception	CHA	0	=	0	+ +
✓ Endurance	CON	3	=	3	+ +
✓ Gather Information	CHA	27	=	0	+ 18.0 + 9
✓ Heal	WIS	7	=	4	+ 3.0 +
✓ Knowledge (Nature)	INT	10	=	3	+ 5.0 + 2
✓ Perception	WIS	35	=	4	+ 18.0 + 13
✓ Persuasion	CHA	0	=	0	+ +
✓ Ride	DEX	1	=	1	+ +
✓ Sense Motive	WIS	22	=	4	+ 18.0 +
✓ Spellcraft	INT	28	=	3	+ 18.0 + 7
✓ Stealth	DEX	11	=	1	+ + 10
✓ Survival	WIS	29	=	4	+ 18.0 + 7
Survival (Find or follow tracks)	WIS	36	=	4	+ 18.0 + 14
Survival (Natural environments)	WIS	31	=	4	+ 18.0 + 9
✓ Thievery	DEX	1	=	1	+ +
✓ Use Rope	DEX	1	=	1	+ +
			=	+	+
			=	+	+
✓/: can be used untrained. X: exclusive skills. *: Skill Mastery.					

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Quarterstaff	Carried	1	4.0	0.0
Teryn's Bracers	Equipped	1	0.0	0.0
Grants Cloaking and Guises Abilities				
Teryn's Cape	Equipped	1	0.0	0.0
Teryn's Eye Agate Circlet	Equipped	1	0.0	0.0
Grants Mindspeech and Mindlink to Animal Companions only.				
Teryn's Ring of the Skilled Tracker	Equipped	1	0.0	0.0
+5 to all tracking related checks				
Teryn's Walking Stick	Equipped	1	0.0	0.0
May deal non-lethal damage at will, Bonded Weapon:+3 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.				
TOTAL WEIGHT CARRIED/VALUE			4 lbs.	0.0 gp

WEIGHT ALLOWANCE					
Light	86	Medium	173	Heavy	260
Lift over head	260	Lift off ground	520	Push / Drag	1300

SPECIAL ATTACKS	
Martial Arts (15x)	[Eclipse, p.53]
(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.	
Martial Arts ~ Martial Arts Damage Cap (2d10)	[Eclipse, p.53]
Warcraft	[Eclipse, p.10]
+11 BAB	

SPECIAL QUALITIES	
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.	
Companion	[Eclipse, p.27]
(6 CP). Used to gain familiars, psicrystals, 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.	
Great Form	[Eclipse, p.27]
(+6 CP) allows you to apply Righteous Might (at a Caster Level equal to your level) to a companion as a Free Action up to three times per day.	
Might	[Eclipse, p.27]
(+6 CP) allows you to grant your companion the benefits of two Positive Levels (see page 86) or of a continuously active second level spell or psychic effect.	
Additional	[Eclipse, p.27]
(+6 CP) allows you to gain another Companion. The new Companion gains the benefits of any Great Form, Might, Storage, Transform, or Template bonuses already given to a previous Companion, if applicable and you so desire.	
Deep Sleep	[Eclipse, p.30]
Many ascetics study meditation and mysticism. In d20, these skills are as useful as any. With Deep Sleep, a character gains the benefits of a full night's rest in only four hours and may ignore minor (up to 15 minutes total) interruptions in that interval.	
Improved Initiative (9x)	[Eclipse, p.53]
The character gains +2 to Initiative per 3 CP invested, up to a maximum +8 bonus.	
Shapeshift	[Eclipse, p.42]
(6 CP) You may take Small or Medium animal forms once per day per 3 character levels as a Standard Action. You may not take a form with more hit dice than you possess. All equipment you carry melds with your new form and is unusable. The new form lasts until you decide to change back. As a side effect, shapeshifters can revert to normal form when polymorphed.	
Dire	[Eclipse, p.43]
(+3 CP) allows Dire animals.	
Enchanted	[Eclipse, p.43]
(+6 CP per form type) allows the user to use a form's extraordinary and supernatural abilities, but not its spell-like or spellcasting abilities.	
Hybrid	[Eclipse, p.43]
(+6 CP) allows a shapeshifter to make a partial change, mixing animal characteristics with their natural form. In general, this means that they can continue to use weapons, items, and sometimes armor, while in "animal" form but must spend another +6 CP to be able to speak clearly.	
Natural Magic	[Eclipse, p.43]
(+6 CP) allows a character in animal or plant form to cast spells even without hands or the ability to speak. He or she may use components if he or she had them before transforming.	
Skill Emphasis (Perception, Survival, Spellcraft, Gather Information)	[Eclipse, p.44]
This grants a +2 bonus on any single skill.	
Mastery (Gather Information, Perception, Spellcraft, Survival)	[Eclipse, p.44]
+1 to existing choices	
Mastery x2 (Gather Information, Survival, Spellcraft, Perception)	[Eclipse, p.44]
additional +1 to existing choices	
Skill Focus +3 (Gather Information, Perception, Spellcraft, Survival)	[Eclipse, p.44]
+3 bonus to any single skill. Skill Focus stacks with Skill Emphasis.	
Specialist (Grapple, Trip)	[Eclipse, p.54]
(3 CP). Specialist grants a +4 bonus on any one of the following checks: Grapple, Trip, Sunder, Disarm, Strength-based Overrun checks, or another specialty attack the GM allows.	
Specialized for half cost (Traceless, Awareness)	[Eclipse, p.22]
Traceless (Travel)	[Eclipse, p.47]
(6 CP). Traceless characters leave no discernable traces of a particular type of activity. The user must choose a specific form. Common forms include - Travel means the character leaves no traces when moving about. The character leaves no footprints, disturbs no leaves, and breaks no twigs. Magic means the character leaves no aura behind and his or her magic does not leave a discernable trace. It does not help with enemies using direct divination or assessing his or her aura in person. Genetic means the character leaves no personal biological evidence, such as fingerprints or usable DNA. More exotic forms include Murder (the victim remains dead, but there is no discernable cause of death and no blood or other traces), Computer Hacking, Surgery, and many more. This may be taken multiple times, each time applying to another activity.	
Track (Interdimensional, Urban, Wilderness)	[Eclipse, p.47]
(3 CP). Characters with this feat select Urban, Wilderness, or Dimensional tracking. Tracking requires a Survival (for wilderness) or Gather Information (for urban) check every mile to follow the target. This is DC 15 for favorable conditions, DC 20 for unfavorable ones. Size bonuses on Hide checks apply, and unfavorable lighting may inflict penalties. Dimensional tracking relies on Spellcraft and can trace Gates or teleportation and dimensional travel.	
Style (Scent, Magical Traces)	[Eclipse, p.47]
(+6 CP) grants another method of tracking. A tracker might purchase Style: Scent, for example, and trace the enemy by smell. Another character might purchase Magical Traces, and could attempt to track by observing residual spell energies. Either way, this counters -10 points' worth of penalties on the DC for the tracking check. It grants no inherent ability to use the selected sense, only the ability to track	

with it.	
Weapon Prof ~ All Simple and Martial Weapons	[Eclipse, p.49]
Grants Proficiency with all simple and martial weapons.	
Animal Companion	[Eclipse, p.27]
You have an Animal Companion, Handling or "pushing" an animal companion is a free action and the master gains a +4 bonus on Handle Animal checks or "social" checks involving the companion., Their master opt to share the effects of spells and powers used on him or her with them if they're within five feet.	
Cloaking	[Eclipse, p.27]
(6 CP). A character with Cloaking has an always-on disguise over his or her mystical and/or psychic aura, although this has no effect on normal senses. You must specify what the effect is. Cloaking is often used to make one look like a honest fellow to fool truth-detection, to alter your apparent alignment, or to disguise yourself as a member of a similar species.	
Immunity to magic sleep effects	[PHB, p.16]
+2 racial saving throw bonus against enchantment spells or effects	[PHB, p.16]
Elven Blood	[PHB, p.18]
For all effects related to race, a half-elf is considered an elf.	
Guises	[Eclipse, p.33]
(3 CP). Guises allows a character to create an alternate identity, complete with whatever documents, references, legal history, or acquaintances might be necessary. This identity must be of the character's species (and often ethnicity) but may have a different public face or personality. Creating such an identity takes a minimum of several weeks.	

FEATS

Feat Conversion to CP ~ 6 (9x)	[Eclipse, p.9]
Covert regular feat to six Character Points	

PROFICIENCIES

Axe (Throwing), Battleaxe, Chakram, 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

LANGUAGES

Common, Druidic, Elven, Sylvan, Treant

TEMPLATES

Animal Companion: Talnor (Companion (Hawk))

HP:	73	AC:	31	INIT:	+9
FORT:	+12	REF:	+17	WILL:	+9
*Talons (Natural/Primary)	+15/+15	DAM:	1d4	CRIT:	20/x2
Special:					

Animal Companion: Fang (Companion (Wolf))

HP:	102	AC:	28	INIT:	+4
FORT:	+16	REF:	+19	WILL:	+10
*Talons (Natural/Primary)	+15/+15	DAM:	1d4	CRIT:	20/x2
Special:					

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

[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.

Restrictions (Armor restrictions (Druid), Weapon restrictions (Druid))

[Eclipse, p.17]

A character with restrictions has major limitations on the use of some ability or type of equipment. He or she may never (ever!) acquire or use such talents without major penalties. For example, Witch- Hunters never cast spells except to fix the problems caused by other magic on pain of losing most of their abilities. The point bonus is per category which applies. A character only gains the bonus points for restrictions on things that would obviously useful to him or her. Common restrictions include wearing no armor, using no weapons, using no magic or psionics, or skill-related feats. A good explanation is in order. Why is the character restricted in this way?

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.

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.

Vows

[Eclipse, p.20]

While closely related to Compulsive, Vows are generally more restrictive. They're also far more dangerous; those who fail to live up to their vows face some form of retribution. On the other hand, they also get some support; characters gain a +/- 3 bonus (as needed) against attempts to make them break their vows.

Notes:

Character Sheet Notes: