

Cleatus

CHARACTER NAME

d10E 3

CLASS

3 (3)

Character Level / CR

3000 / 6000

EXP / NEXT LEVEL

Daniel Cool

PLAYER NAME

Human

Medium / 5 ft.

6' 2"

210 lbs.

Normal

RACE

SIZE / FACE

HEIGHT

WEIGHT

VISION

25

Male

Blue

Black

HAIR

POINTS

AGE

GENDER

EYES



| ABILITY NAME | ABILITY SCORE | EQUIPPED SCORE | ABILITY MODIFIER | ABILITY DAMAGE | PENALTY |
|---------------------|---------------|----------------|------------------|----------------|---------|
| STR Strength | 14 | | +2 | | |
| DEX Dexterity | 20 | | +5 | | |
| CON Constitution | 14 | | +2 | | |
| INT Intelligence | 13 | | +1 | | |
| WIS Wisdom | 13 | | +1 | | |
| CHA Charisma | 10 | | +0 | | |

| WOUNDS/CURRENT HP | | | | | SUBDUAL DAMAGE | | | | | DAMAGE REDUCTION | | | | | SPEED | | | |
|-------------------|----|------|-------|------|----------------|--------------|------|------|---------------|------------------|-------|------|-------------|----------------------|--------------------------|--------------|--|--|
| HP hit points | 32 | | | | | | | | | | | | | | Walk 30 ft., Swim 20 ft. | | | |
| AC armor class | 17 | 12 | 15 | 10 | 2 | 0 | 5 | 0 | 0 | 0 | 0 | 0 | 0 | 10 | +0 | 0 | | |
| TOTAL | | FLAT | TOUCH | BASE | ARMOR BONUS | SHIELD BONUS | STAT | SIZE | NATURAL ARMOR | DEFLECTION | DODGE | MISC | MISS CHANCE | ARCANE SPELL FAILURE | ARMOR CHECK PENALTY | SPELL RESIST | | |

| INITIATIVE | modifier | TOTAL | DEX MODIFIER | MISC MODIFIER |
|------------|----------|-------|--------------|---------------|
| +5 | = | +5 | | +0 |
| TOTAL | | | | |

| BASE ATTACK | bonus |
|-------------|-------|
| +4 | |

| SAVING THROWS | TOTAL | BASE SAVE | ABILITY | MAGIC | MISC | EPIC | TEMP | Conditional Modifiers |
|-----------------------------|-------|-----------|---------|-------|------|------|------|-----------------------|
| FORTITUDE (constitution) | +4 | = | +2 | +2 | +0 | +0 | +0 | |
| REFLEX (dexterity) | +6 | = | +1 | +5 | +0 | +0 | +0 | |
| WILL (wisdom) | +3 | = | +2 | +1 | +0 | +0 | +0 | |

| | TOTAL | BASE ATTACK BONUS | STAT | SIZE | MISC | EPIC | TEMP |
|-------------------------|-------|-------------------|------|------|------|------|------|
| MELEE attack bonus | +6 | = | +4 | +2 | +0 | +0 | +0 |
| RANGED attack bonus | +9 | = | +4 | +5 | +0 | +0 | +0 |
| GRAPPLE attack bonus | +6 | = | +4 | +2 | +0 | +0 | +0 |

| *Longbow (Strength) | | HAND | TYPE | SIZE | CRITICAL | REACH |
|---------------------|---------|---------|---------|---------|----------|-------|
| | | Both | P | M | 20/x3 | 5 ft. |
| 30 ft. | 100 ft. | 200 ft. | 300 ft. | 400 ft. | | |
| TH | +11 | +11 | +9 | +7 | +5 | |
| Dam | 1d8+2 | 1d8+2 | 1d8+2 | 1d8+2 | 1d8+2 | |

| Longsword | | HAND | TYPE | SIZE | CRITICAL | REACH |
|-----------|-----|-----------|-----------|-------|----------|-------|
| | | Carried | S | M | 19-20/x2 | 5 ft. |
| To Hit | Dam | 2W-P-(OH) | To Hit | Dam | | |
| 1H-P | +8 | 1d8+2 | +2 | 1d8+2 | | |
| 1H-O | +4 | 1d8+1 | 2W-P-(OL) | +4 | 1d8+2 | |
| 2H | +8 | 1d8+3 | 2W-OH | -2 | 1d8+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 |
|----------|--------|----|--------|-------|---------------|
| *Leather | Light | +2 | +6 | +0 | 10 |
| Buckler | Shield | +1 | | -1 | 5 |

| TOTAL SKILLPOINTS: 30 | | SKILL NAME | | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS: 6/3 | RANKS | MISC MODIFIER |
|---|--|------------|----|-------------|----------------|------------------|----------------|-------|---------------|
| ✓ | Acrobatics | DEX | 11 | = | 5 | + | 6 | | |
| ✓ | Appraise | INT | 1 | = | 1 | | | | |
| ✓ | Athletics | STR | 8 | = | 2 | + | 6 | | |
| ✓ | Athletics (Swim (Avoid taking nonlethal fatigue damage)) | STR | 8 | = | 2 | + | [6] | | |
| ✓ | Athletics (Swim) | STR | 16 | = | 2 | + | [6] | + | 8 |
| ✓ | Craft (Untrained) | INT | 1 | = | 1 | | | | |
| ✓ | Deception | CHA | 0 | = | 0 | | | | |
| ✓ | Endurance | CON | 2 | = | 2 | | | | |
| ✓ | Gather Information | CHA | 0 | = | 0 | | | | |
| ✓ | Heal | WIS | 1 | = | 1 | | | | |
| ✓ | Insight | WIS | 1 | = | 1 | | | | |
| ✓ | Knowledge (Geography) | INT | 6 | = | 1 | + | 5 | | |
| ✓ | Perception | WIS | 7 | = | 1 | + | 6 | | |
| ✓ | Persuasion | CHA | 0 | = | 0 | | | | |
| ✓ | Profession (Sailor) | WIS | 6 | = | 1 | + | 5 | | |
| ✓ | Ride | DEX | 5 | = | 5 | | | | |
| | Rune Casting (Water) | | 7 | = | 0 | + | 6 | + | 1 |
| | Rune Mastery (Water) | | 7 | = | 0 | + | 6 | + | 1 |
| ✓ | Stealth | DEX | 5 | = | 5 | | | | |
| ✓ | Survival | WIS | 10 | = | 1 | + | 6 | + | 3 |
| ✓ | Survival (Find or follow tracks) | WIS | 12 | = | 1 | + | [6] | + | 5 |
| ✓ | Survival (Lost/Natural hazards) | WIS | 12 | = | 1 | + | [6] | + | 5 |
| ✓ | Thievery | DEX | 5 | = | 5 | | | | |
| ✓ | Use Rope | DEX | 5 | = | 5 | | | | |
| | | | | = | + | | + | | |
| | | | | = | + | | + | | |
| ✓/: can be used untrained. X: exclusive skills. *: Skill Mastery. | | | | | | | | | |

| EQUIPMENT | | | | | |
|----------------------------|----------|-----|------------------|------|--|
| ITEM | LOCATION | QTY | WT | COST | |
| Longbow (Strength) | Equipped | 1 | 3.0 | 75.0 | |
| 0 lbs. | | | | | |
| Longsword | Carried | 1 | 4.0 | 15.0 | |
| Buckler | Carried | 1 | 5.0 | 15.0 | |
| Leather | Equipped | 1 | 15.0 | 10.0 | |
| TOTAL WEIGHT CARRIED/VALUE | | | 27 lbs. 115.0 gp | | |

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

| LANGUAGES | |
|-----------|--|
| Common | |

| Special Attacks | |
|--|-----------------|
| Warcraft | [Eclipse, p.10] |
| +4 BAB | |
| Warcraft / Weapon Focus (Longbow, Longsword) | [Eclipse, p.10] |
| Increase selected weapon to hit by +1 | |
| Warcraft / Weapon Focus, Greater (Longsword, Longbow) | [Eclipse, p.10] |
| Increase selected weapon to hit by +1 | |

| Special Qualities | |
|--|-----------------------------------|
| Death and Dying | [Eclipse] |
| Disabled 0 HP till -2, Dying -3 and Dead -15 | |
| Armor Proficiency (Light) | [Eclipse, p.49] |
| Proficient with Light Armors | |
| Armor Proficiency (Shields) | [Eclipse, p.49] |
| Proficient with Shields | |
| Humanoid Traits | [PHB, TypesSubtypesAbilities.rtf] |
| Humanoids eat/sleep/breathe | |
| Starting Wealth / Common Skills (Profession (Sailor), Profession (Sailor), Profession (Sailor), Profession (Sailor)) | [TPE, p.186] |
| +4 SP to be spent on background skills (usually Craft or Profession skills). | |
| Wealth Level / 03 Common | [TPE, p.186] |
| You live decently, and can even afford a bit of education, a few books, a larger family, and good tools. If you decide to "go adventuring" you can afford basic equipment, although usually not an especially wide assortment of it. This is the most common default starting point for characters from the lower classes, implying a reasonably successful career as a craftsman, lesser crook, farmer, guard, or whatever. | |
| Wealth Level Perk / Armor, Shields, and Weaponry | [TPE, p.186] |
| You can afford light armor, shields, common, inexpensive, weapons (shortswords, short bows, javelins, etc) and equipment of ordinary quality. | |
| Wealth Level Perk / Magical Items | [TPE, p.186] |
| Normally three minor "charms." At least at first, these will usually be utilitarian, but the definition of "utilitarian" can vary a good deal depending on the character's background. | |
| Wealth Level Perk / Mounts, Pets, and Familiars | [TPE, p.186] |
| You can obtain common animals, a light riding horse (likely a bit long in the tooth, but serviceable) and a healthy mutt to act as a guard dog. "Noble" animals, including hawks, purebred hounds, hunting cats, warhorses and exotic imports, are still out of reach. | |
| Wealth Level Perk / Retainers | [TPE, p.186] |
| You may have a house- or errand-boy and know an old woman or man who purports to be a witch. For the most part you won't know anyone the least bit important. | |
| Wealth Level Perk / Training | [TPE, p.186] |
| Any character who levels while at this wealth level gains no special benefits, and suffers no unusual penalties. | |
| Weapon Proficiency (All Simple and Martial Weapons) | [Eclipse, p.49] |
| Grants Proficiency with all simple and martial weapons. | |

| Recurring Bonuses | |
|---|-----------------|
| Duties (TBD) | [Eclipse, p.17] |
| You have duties. Grants 2 CP per level. [+6 total CP]. | |
| Fast Learner (Focused on Skills /Human) (Child) | [Eclipse, p.17] |
| +2 CP towards Skills per level. [+12 total Skill Points Granted]. | |

| DISADVANTAGES | |
|---|-----------------|
| Broke | [Eclipse, p.18] |
| You start with less starting money. | |
| History | [Eclipse, p.19] |
| You have a written history for the GM. | |
| Obligations (Must take care of family) | [Eclipse, p.19] |
| You have the listed obligations. | |

| Spell Caster Information | |
|--|-----------------|
| Rune Casting | [Eclipse] |
| Your caster level is your Rune Casting Skill/2, your Spell Level is based upon your Rune Mastery Skill/4. Each Spell Level costs 1 mana to cast. | |
| Rune Casting (Water) | [Eclipse, p.97] |
| Your caster level is 4 [Rune Casting Skill/2], your Spell Level is 2 [Rune Mastery Skill/4]. Each Spell Level costs 1 mana to cast. | |

| Eclipse Abilities | |
|---|-----------------|
| Character Points Total | [Eclipse] |
| Character Points Total 136, Bonus Feats have added 24 CP, Disadvantages have added 10 CP, Duties adds 6 CP, HD 10 deducts 18 CP | |
| Adept (Acrobatics, Athletics, Perception, Survival) | [Eclipse, p.24] |
| Choose four related skills that only cost 1/2 a Character Point for each skill rank. | |
| Bonus Attack / Cleave | [Eclipse, p.51] |
| Corrupted (Only applies if last melee attack drops foe) [Cleave] | |
| Celerity (Swim) | [Eclipse, p.27] |
| Add +10' to a movement mode | |
| Celerity / Additional | [Eclipse, p.27] |
| Gain Additional movement modes. | |
| Defender (Armor) | [Eclipse, p.51] |
| Grants +0 to AC in the form of the choice | |
| Mana / Mana (2x) | [Eclipse, p.36] |
| Grants 2d6 Mana; Mana can help with spellcasting. Unfortunately, while Mana is extremely flexible, it recovers at a mere one point per day, two with rest and meditation. | |
| Spell Enhancement | [Eclipse, p.36] |
| You may spend up to three points of personal Mana to enhance a spell. Each point may be used to reduce the effective level of a spell (for casting purposes only) by 1, to add 1 level's worth of known metamagic to it, or to increase the effective Caster Level by +2. | |
| Skill Focus +3 (Survival) | [Eclipse, p.44] |
| +3 bonus to any single skill. Skill Focus stacks with Skill Emphasis. | |

| 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 | |
|------------------------------|--|
| Son of Poseidon | |
| +4 Divine Bonus to Dexterity | |

Cleatus

| |
|-----------------------------|
| Human |
| RACE |
| 25 |
| AGE |
| Male |
| GENDER |
| VISION |
| Neutral Good |
| ALIGNMENT |
| Right |
| DOMINANT HAND |
| 6' 2" |
| HEIGHT |
| 210 lbs. |
| WEIGHT |
| Blue |
| EYE COLOUR |
| SKIN COLOUR |
| Black, |
| HAIR / HAIR STYLE |
| PHOBIAS |
| , |
| PERSONALITY TRAITS |
| INTERESTS |
| , |
| SPOKEN STYLE / CATCH PHRASE |
| RESIDENCE |
| LOCATION |
| None |
| REGION |



| |
|----------|
| Poseidon |
| DEITY |

Description:
Biography: