

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

CONOR RHONE

PLAYERNAME

Half-Elf

Medium

RACE

SIZE

25

Male

AGE

GENDER

HP

hit points

146

AC

armor class

11

:

10

:

11

=

10

+

0

+

0

+

1

+

0

+

0

+

0

+

0

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLECTION

MISC

INITIATIVE

modifier

+7

=

+1

+

+6

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+11/+6/+1

RILLIFANE RALLATHIL

DEITY

6' 2"

175 lbs.

HEIGHT

WEIGHT

Green

Light Brown,

EYES

HAIR

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

MISS CHANCE

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

ALIGNMENT

Low-light

VISION

-1

POINTS

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

+

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

Both

B/B

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+13/+13

1d6+4

Special Properties

\*: 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

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

18/9

MISC MODIFIER

✓

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

30

=

4

+

18.0

+

8

✓

Persuasion

CHA

0

=

0

+

+

✓

Ride

DEX

1

=

1

+

+

✓

Sense Motive

WIS

22

=

4

+

18.0

+

✓

Spellcraft

INT

28

=

3

+

18.0

+

7

✓

Stealth

DEX

1

=

1

+

+

✓

Survival

WIS

29

=

4

+

18.0

+

7

Survival (Find or follow tracks)

WIS

31

=

4

+

18.0

+

9

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	Equipped	1	4.0	0.0
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

DISADVANTAGES	
<b>History</b>	[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.	
<b>Valuable</b>	[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.	
<b>Vows</b>	[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.	

Recurring Bonuses	
<b>Duties</b>	[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.	
<b>Fast Learner</b>	[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.	
<b>Restrictions (Armor restrictions (Druid), Weapon restrictions (Druid))</b>	[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?	

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

SPECIAL QUALITIES	
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<b>Awareness</b>	[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.	
<b>Companion</b>	[eclipse, p.27]
(6 CP). Used to gain familiars, psycrystals, 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.	
<b>Companion ~ Additional</b>	[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.	
<b>Companion ~ Great Form</b>	[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.	
<b>Companion ~ Might</b>	[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.	
<b>Deep Sleep</b>	[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.	
<b>Improved Initiative (9x)</b>	[eclipse, p.53]
The character gains +2 to Initiative per 3 CP invested, up to a maximum +8 bonus.	
<b>Shapeshift</b>	[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.	
<b>Shapeshift ~ Dire</b>	[eclipse, p.43]
(3 CP) allows Dire animals.	
<b>Shapeshift ~ Enchanted</b>	[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.	
<b>Shapeshift ~ Hybrid</b>	[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.	
<b>Shapeshift ~ Natural Magic</b>	[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.	
<b>Skill Emphasis (Perception, Survival, Spellcraft, Gather Information)</b>	[eclipse, p.44]
This grants a +2 bonus on any single skill.	
<b>Skill Focus ~ Mastery (Gather Information, Perception, Spellcraft, Survival)</b>	[eclipse, p.44]
+1 to existing choices	
<b>Skill Focus ~ Mastery Improved (Gather Information, Survival, Spellcraft, Perception)</b>	[eclipse, p.44]
additional +1 to existing choices	
<b>Skill Focus +3 (Gather Information, Perception, Spellcraft, Survival)</b>	[eclipse, p.44]
+3 bonus to any single skill. Skill Focus stacks with Skill Emphasis.	
<b>Specialist (Grapple, Trip)</b>	[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.	
<b>Specialized for half cost (Traceless, Awareness)</b>	[eclipse, p.22]
<b>Traceless (Travel)</b>	[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.

#### **Track ~ 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.

#### **Immunity to magic sleep effects [RSRD]**

#### **+2 racial saving throw bonus against enchantment spells or effects [RSRD]**

#### **Elven Blood [RSRD]**

### **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:					

## Notes:

Character Sheet Notes: