

NAME	
d10E4	6000
CLASS	EXPERIENCE
4	10000
Character Level	NEXT LEVEL

PLAYERNAME	
Human	Medium
RACE	SIZE
16	Male
AGE	GENDER

DEITY	
6' 1"	165 lbs.
HEIGHT	WEIGHT
Blue	Blonde,
EYES	HAIR

Lawful Good

ALIGNMENT

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	17	+3	17	+3	17	+3
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	17	+3	17	+3	17	+3

HP hit points		38		WOUNDS/CURRENT HP	
AC armor class		21		20 : 11 = 1 FLAT TOUCH BAS	
INITIATIVE modifier		+4		+2 = +2 + +2 TOTAL DEX MODIFIER MISC MODIFIER	
BASE ATTACK bonus		+4			

SUBDUAL DAMAGE										DAMAGE REDUCTION		SPEED			
												Walk 20 ft.			
	8	2	1	0	0	0	0					50	-7	0	
ARMOR BONUS		SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLEC-TION	MISC					MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MSC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+10 =	+5	+2	+0	+3	+0		
REFLEX (dexterity)	+5 =	+0	+2	+0	+3	+0		
WILL (wisdom)	+5 =	+1	+1	+0	+3	+0		

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+7	=	+4	+3	+0	+0	+0	
RANGED attack bonus	+6	=	+4	+2	+0	+0	+0	
GRAPPLE attack bonus	+7	=	+4	+3	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+7	1d3+3	20/x2	5 ft.

*Sword of the Fey				HAND	TYPE	SIZE	CRITICAL	REACH
				Primary	S	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit			Dam	
1H-P	+11	1d8+7	2W-P-(OH)	+5			1d8+7	
1H-O	+7	1d8+5	2W-P-(OL)	+7			1d8+7	
2H	+11	1d8+8	2W-OH	+1			1d8+5	

Sword, Bastard				Hand	Type	Size	Critical	Reach
				Carried	S	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit			Dam	
1H-P	+7	1d10+3	2W-P-(OH)	+1			1d10+3	
1H-O	+3	1d10+1	2W-P-(OL)	+3			1d10+3	
2H	+7	1d10+4	2W-OH	-3			1d10+1	
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
*Masterwork Full Plate	Heavy	+8	+1	-5	35
*Shield, Heavy	Heavy	+2		-2	15

SKILL NAME		SKILLS					7/3.5	
		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
✓	Acrobatics	DEX	-5	=	2	+	+	-7
✓	Appraise	INT	1	=	1	+	+	
✓	Athletics	STR	-3	=	3	+	1.0	-7
	Athletics (Jump)	STR	-9	=	3	+	1.0	-13
	Athletics (Swim)	STR	-10	=	3	+	1.0	-14
✓	Craft (Untrained)	INT	1	=	1	+	+	
✓	Deception	CHA	3	=	3	+	+	
✓	Endurance	CON	-5	=	2	+	+	-7
✓	Gather Information	CHA	3	=	3	+	+	
✓	Heal	WIS	5	=	1	+	4.0	+
✓	Insight	WIS	5	=	1	+	4.0	+
	Knowledge (Nobility and Royalty)	INT	2	=	1	+	1.0	+
	Knowledge (Religion)	INT	2	=	1	+	1.0	+
✓	Perception	WIS	4	=	1	+	3.0	+
✓	Persuasion	CHA	9	=	3	+	6.0	+
✓	Ride	DEX	2	=	2	+	+	
✓	Stealth	DEX	-5	=	2	+	+	-7
✓	Survival	WIS	1	=	1	+	+	
✓	Thievery	DEX	2	=	2	+	+	
✓	Use Rope	DEX	2	=	2	+	+	
				=		+	+	
						+	+	

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Masterwork Full Plate	Equipped	1	50.0	1650.0
Shield, Heavy	Equipped	1	15.0	20.0
Sword of the Fey <small>Can store Spell Points to fuel a spell. Fey Affinity., 30hp/inch and 15 hardness</small>	Equipped	1	2.0	10015.0
Sword, Bastard	Carried	1	6.0	35.0
TOTAL WEIGHT CARRIED/VALUE			73 lbs.	11720.0 gp

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

Special Attacks	
Augment Attack / +1 Damage (2x)	[Eclipse, p.50]
increase damage by +1 per time taken	
Smite	[Eclipse, p.54]
The character adds his or her Charisma Modifier [+3] to Hit, and level [+4] to damage, against a chosen type of foe 1/day. Most characters take this with Bonus Uses. See page 52 for some possible enemy types.	
Warcraft	[Eclipse, p.10]
+4 BAB	
Warcraft / Weapon Focus (Longsword)	[Eclipse, p.10]
Increase selected weapon to hit by +1	
Warcraft / Weapon Focus, Greater (Longsword)	[Eclipse, p.10]
Increase selected weapon to hit by +1	

Special Qualities	
Armor Proficiency (Heavy)	[Eclipse, p.49]
Proficient with Heavy Armors	
Armor Proficiency (Light)	[Eclipse, p.49]
Proficient with Light Armors	
Armor Proficiency (Medium)	[Eclipse, p.49]
Proficient with Medium Armors	
Armor Proficiency (Shields)	[Eclipse, p.49]
Proficient with Shields	
Weapon Proficiency (All Simple and Martial Weapons plus one Exotic Weapon)	[Eclipse, p.49]
Grants Proficiency with all simple and martial weapons and selected weapons.	

Recurring Bonuses	
Duties	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+8 total CP].	
Fast Learner/ Specialized for increased effect (HD)	[Eclipse, p.17]
+2 CP a level towards selected item. [+8 total CP].	

DISADVANTAGES	
Compulsive (Code of Chivalry)	[Eclipse, p.18]
You have the listed compulsions.	
History	[Eclipse, p.19]
You have a written history for the GM.	
Vows (Uphold the ideals of your faith and defend them with your life)	[Eclipse, p.20]
You have vows.	

Eclipse Abilities	
Augment Bonus ~ Paladin Grace	[Eclipse, web]
+ Cha bonus to all saves	
Healing Touch	[Eclipse, p.33]
(6 CP). Healing Touch allows characters to heal themselves or another by touch for 12 ([Cha Mod] x [character level]) points per day. The healing may be split up rather than used all at once.	
Improved Initiative	[Eclipse, p.53]
+2 to initiative each time taken [+2 Bonus]	
Lunge	[Eclipse, p.53]
Adds +5 feet to your reach	
Occult Sense / Detect Evil	[Eclipse, p.38]
Detect the presence of evil, as the spell at will, within 60 ft.	

Feats	
Exotic Weapon Proficiency (Sword (Bastard))	[PHB, p.94]
You understand how to use an exotic weapon in combat.	

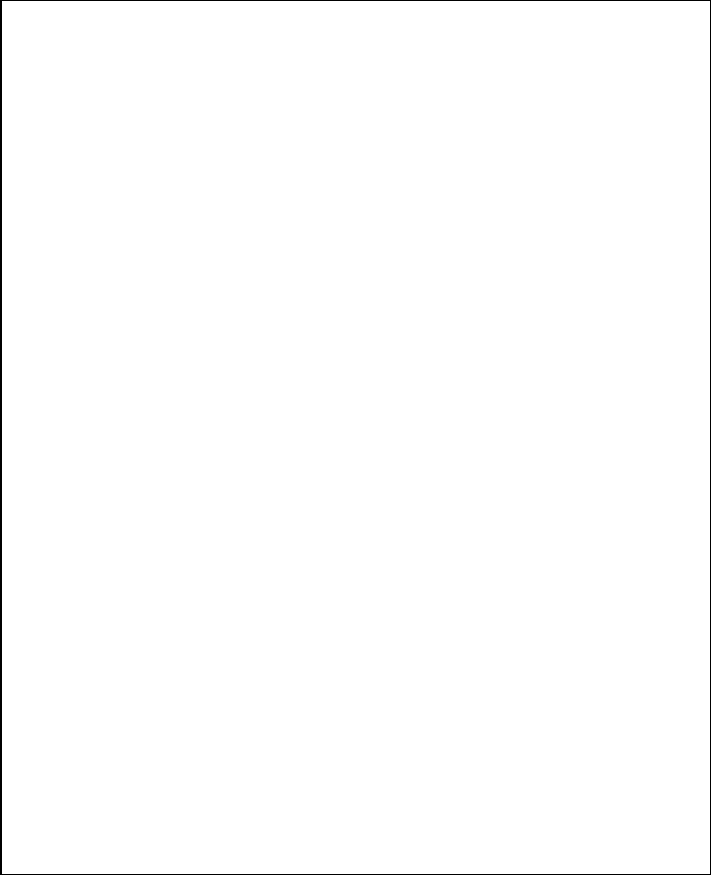
PROFICIENCIES
Axe (Throwing), Battleaxe, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Giant Rock, Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Hoopak, Javelin, Keyblade, Kukri, Lance, Laser, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, 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, Goblin

TEMPLATES

+2 Bonus Uses to Smite

Yon Yonsin



Human
RACE
16
AGE
Male
GENDER
VISION
Lawful Good
ALIGNMENT
Right
DOMINANT HAND
6' 1"
HEIGHT
165 lbs.
WEIGHT
Blue
EYE COLOUR
SKIN COLOUR
Blonde,
HAIR
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE
RESIDENCE
LOCATION
None
REGION

Description:
+2 BONUS USES for Smite (1cp)
Biography:

Notes:

Character Sheet Notes: