

| | |
|-----------------|------------------|
| CHARACTER NAME | |
| d10E 1 | |
| CLASS | |
| 1 | 0 / 1000 |
| Character Level | EXP / NEXT LEVEL |

| | |
|-------------|--------|
| PLAYER NAME | |
| Human | Medium |
| RACE | SIZE |
| 20 | Female |
| AGE | GENDER |

| |
|--------------|
| REGION |
| 100 lbs. |
| WEIGHT |
| Dirty Blonde |
| HAIR |

| |
|---------------------|
| ALIGNMENT |
| Darkvision (60 ft.) |
| VISION |
| 40 |
| POINTS |

| HP | | WORDS/CURRENT HP | | | | | | SUBDUAL DAMAGE | | | | | DAMAGE REDUCTION | | | SPEED | | | | | | | | | | |
|------------|-------------|------------------|------|-------|---|------|---|----------------|---|--------------|---|------|------------------|------|---|---------------|---|------------|---|-------|--|------|-------------|----------------------|-------------|--------------|
| hit points | | 31 | | | | | | | | | | | | | | Walk 30 ft. | | | | | | | | | | |
| AC | armor class | 16 | 12 | 16 | = | 10 | + | 0 | + | 0 | + | 4 | + | 0 | + | 0 | + | 0 | + | 2 | | 0 | +0 | 0 | | |
| | | TOTAL | FLAT | TOUCH | | BASE | | ARMOR BONUS | | SHIELD BONUS | | STAT | | SIZE | | NATURAL ARMOR | | DEFLECTION | | DODGE | | MISC | MISS CHANCE | ARCANE SPELL FAILURE | ARMOR CHECK | SPELL RESIST |

$$\begin{array}{|c|} \hline \text{INITIATIVE} \\ \hline \text{modifier} \\ \hline \end{array} \quad \begin{array}{|c|} \hline +4 \\ \hline \text{TOTAL} \\ \hline \end{array} = \begin{array}{|c|} \hline +4 \\ \hline \text{DEX} \\ \text{MODIFIER} \\ \hline \end{array} + \begin{array}{|c|} \hline +0 \\ \hline \text{MISC} \\ \text{MODIFIER} \\ \hline \end{array}$$

$$\begin{array}{|c|} \hline \text{BASE ATTACK} \\ \hline \text{bonus} \\ \hline \end{array} \quad \begin{array}{|c|} \hline +4 \\ \hline \end{array}$$

| TOTAL SKILLPOINTS: 20 | | SKILLS | | MAX RANKS: 4/2 | | |
|-----------------------|--------------------------------|-------------|----------------|------------------|-------|---------------|
| SKILL NAME | | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS | MISC MODIFIER |
| ✓ | Acrobatics | DEX | 8 | = | 4 | + |
| ✓ | Appraise | INT | 1 | = | 1 | |
| ✓ | Athletics | STR | 3 | = | 3 | |
| ✓ | Craft (Untrained) | INT | 1 | = | 1 | |
| ✓ | Deception | CHA | 2 | = | 2 | |
| ✓ | Endurance | CON | 3 | = | 3 | |
| ✓ | Gather Information | CHA | 6 | = | 2 | + |
| ✓ | Heal | WIS | 3 | = | 3 | |
| ✓ | Insight | WIS | 7 | = | 3 | + |
| | Martial Arts (Dexterity Based) | DEX | 8 | = | 4 | + |
| ✓ | Perception | WIS | 7 | = | 3 | + |
| ✓ | Persuasion | CHA | 2 | = | 2 | |
| ✓ | Ride | DEX | 4 | = | 4 | |
| ✓ | Stealth | DEX | 8 | = | 4 | + |
| ✓ | Survival | WIS | 7 | = | 3 | + |
| ✓ | Thievery | DEX | 4 | = | 4 | |
| ✓ | Use Rope | DEX | 4 | = | 4 | |
| | | | | = | | + |
| | | | | | + | + |

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

| | | | | | |
|---------------------------|---------|--------|------|----------|-------|
| *Claws | HAND | TYPE | SIZE | CRITICAL | REACH |
| | Primary | S | M | 20/x2 | 5 ft. |
| TOTAL ATTACK BONUS | | DAMAGE | | | |
| +3/+3/+3 | | 1d6+3 | | | |
| Special Properties | | | | | |

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 |
|-------|------|----|--------|-------|---------------|
|-------|------|----|--------|-------|---------------|

| EQUIPMENT | | | | |
|----------------------------|----------|-----|--------|--------|
| ITEM | LOCATION | QTY | WT | COST |
| Claws | Equipped | 1 | 0.0 | |
| TOTAL WEIGHT CARRIED/VALUE | | | 0 lbs. | 0.0 gp |

| WEIGHT ALLOWANCE | | | | | |
|------------------|--|-----|-----------------|--|------|
| Light | | 76 | Medium | | 153 |
| Lift over head | | 230 | Lift off ground | | 460 |
| | | | Heavy | | 230 |
| | | | Push / Drag | | 1150 |

| LANGUAGES | |
|------------------|--|
| Common, Draconic | |

| Special Attacks | |
|---|-----------------|
| Augment Attack / Weapon Specialization (Longbow) | [Eclipse, p.50] |
| increase damage by +2 to selected weapon | |
| Martial Arts | [Eclipse, p.53] |
| [Damage 1d6] | |
| Warcraft | [Eclipse, p.10] |
| +1 BAB | |
| Warcraft / +1 to Weapon, no bab (Longbow) | [Eclipse, p.10] |

| Special Qualities | |
|---|-----------------|
| Death and Dying | [Eclipse] |
| Disabled 0 HP till -3, Dying -4 and Dead -17 | |
| Mental Link with other Chosen Ones | [Drew] |
| Automatic Mental Link with Chosen Ones - This allows direct telepathy to any Chosen One, or multiple Chosen Ones, including images. | |
| Weapon Proficiency (All Simple and Martial Weapons) | [Eclipse, p.49] |
| Grants Proficiency with all simple and martial weapons. | |

| Recurring Bonuses | |
|--|-----------------|
| Duties (Chosen Ones) | [Eclipse, p.17] |
| You have duties. Grants 2 CP per level. [+2 total CP]. | |
| Fast Learner (Focused on Skills /Human) (Child) | [Eclipse, p.17] |
| +2 CP towards Skills per level. [+8 total Skill Points Granted]. | |

| DISADVANTAGES | |
|---|-----------------|
| Dependent (Bonded Chosen Ones) | [Eclipse, p.18] |
| You require the listed items to function. | |
| History | [Eclipse, p.19] |
| You have a written history for the GM. | |
| Hunted (Tabarath Cult) | [Eclipse, p.19] |
| Something powerful is hunting you. | |

| Eclipse Abilities | |
|---|-----------------|
| Character Points Total | [Eclipse] |
| Character Points Total 84, Bonus Feats have added 24 CP, Disadvantages have added 10 CP, Duties adds 2 CP, HD 10 deducts 6 CP | |
| Acrobatics | [Eclipse, p.23] |
| Combine several physical stunts into one roll at the highest DC by any one of the actions. | |
| Acrobatics / Light Foot | [Eclipse, p.23] |
| Allows impractical maneuver with normal movement. | |
| Adept (Acrobatics, Martial Arts ~ Dex Based, Perception, Survival) | [Eclipse, p.24] |
| Choose four related skills that only cost 1/2 a Character Point for each skill rank. | |
| Grant of Aid | [Eclipse, p.32] |
| 1/day Free Action - Heal 1d8+5 hp, 1d3 attribute damage or 1 negative level. | |
| Grant of Aid / Regenerative (Slow Regrowth) | [Eclipse, p.32] |
| (+3 CP) allows either slow (1d4 weeks) regrowth of lost limbs and organs or the rapid reattachment of any bits that get chopped off. Regenerative may be taken twice to get both effects. | |
| Innate Enchantment | [Eclipse, p.34] |
| adds innate power that may duplicate the effects of a magical item or items valued at up to 5000 GP [Currently at 5000 GP] (according to the standard d20 rules). The character must pay twice the normal experience point cost to create said item. For every +1 additional CP invested, these innate enchantments rise in value by 1000 GP. | |
| Innate Enchantment / Expertise (Weapon Mastery) (Longbow, Sword (Short)) | [Eclipse] |
| You gain a +3 BAB with a particular weapon. | |
| Innate Enchantment / Internal Compass (Know Direction) | [Eclipse] |
| You never lose your bearings. | |
| Innate Enchantment / Immortal Vigor I | [Eclipse] |
| [At Will] As grants 12 + CON*2 HP. | |
| Innate Enchantment / Serpents Strike | [Eclipse] |
| Gain one additional attack at your full BAB which may be taken off-action. | |
| Legionary ~ Chosen One | [Drew, p.53] |
| Gain +1/2/3 bonus to AC, Attacks and Reflex Saves when with 1-2/3-4/5+ others who have this feat. | |
| 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 (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. | |

| Martial Arts | |
|---|-----------------|
| Martial Arts Basic / Attack (2x) | [Eclipse, p.81] |
| Gain additional +1 each time taken [currently +2] bonus on rolls to Attack, Throw, Grapple, and Trip opponents. | |
| Martial Arts Basic / Defenses (2x) | [Eclipse, p.81] |
| Gain additional +1 each time taken [currently +2] bonus to AC when you are unarmored or lightly armored. | |

| PROFICIENCIES | |
|---|--|
| Axe (Throwing), Battleaxe, Chakram, Claws, 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 | |

| TEMPLATES | |
|---|--|
| 03 - World Law ~ Feat Progression 2 - Gain Bonus Feat every Odd Level | |
| 03 - World Law ~ Feat Progression 0 - Gain Additional Bonus Feat at First Level | |