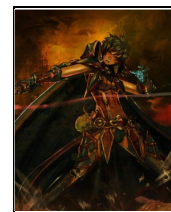


Vincent Green

Conor Rhone

Neutral Good

NAME	PLAYERNAME	DEITY	ALIGNMENT
d8E8	28000	Human	Medium
CLASS	EXPERIENCE	RACE	SIZE
8	36000	25	Male
Character Level	NEXT LEVEL	AGE	GENDER
		EYES	HAIR
			POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	AC	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR	14	+2	14	+2	14	+2	74	22	19	15	10	Walk 50 ft.
DEX	16	+3	16	+3	16	+3						
CON	16	+3	16	+3	16	+3						
INT	20	+5	20	+5	20	+5						
WIS	18	+4	18	+4	18	+4						
CHA	16	+3	16	+3	16	+3						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+7	= +4	+3	+0	+0	+0		
REFLEX (dexterity)	+9	= +6	+3	+0	+0	+0		
WILL (wisdom)	+10	= +6	+4	+0	+0	+0		

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

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+6	1d3+2	20/x2	5 ft.

*Claw		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	S	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+6		1d3+2				
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
*Faerie Garb	Light	+6		+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	12/5.5
✓ Acrobatics	DEX	3	= 3	+	+
✓ Appraise	INT	5	= 5	+	+
✓ Athletics	STR	2	= 2	+	+
✓ Athletics (Jump)	STR	10	= 2	+	+ 8
✓ Craft (Untrained)	INT	5	= 5	+	+
✓ Deception	CHA	3	= 3	+	+
✓ Deception (Act in character)	CHA	5	= 3	+	+ 2
✓ Endurance	CON	13	= 3	+10.0	+
✓ Gather Information	CHA	3	= 3	+	+
✓ Heal	WIS	4	= 4	+	+
✓ Insight	WIS	6	= 4	+ 2.0	+
✓ Knowledge (Arcana)	INT	16	= 5	+11.0	+
✓ Perception	WIS	12	= 4	+ 6.0	+ 2
✓ Persuasion	CHA	11	= 3	+ 8.0	+
✓ Ride	DEX	3	= 3	+	+
Rune Casting (Force)		24	= 0	+12.0	+ 12
Rune Casting (Time)		24	= 0	+12.0	+ 12
Rune Mastery (Force)		24	= 0	+12.0	+ 12
Rune Mastery (Time)		24	= 0	+12.0	+ 12
Spellcraft	INT	18	= 5	+11.0	+ 2
✓ Stealth	DEX	3	= 3	+	+
✓ Survival	WIS	4	= 4	+	+
✓ Survival (Find or follow tracks)	WIS	6	= 4	+	+ 2
✓ Thievery	DEX	3	= 3	+	+
✓ Use Rope	DEX	3	= 3	+	+
			=	+	+
			=	+	+

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Claw	Equipped	1	0.0	0.0	
Sentient Rod of Any Weapon	Equipped	1	0.0	0.0	
Special Backpack of Holding	Equipped	1	0.0	0.0	
Special Boots	Equipped	1	0.0	0.0	
Faerie Garb	Equipped	1	0.5	1.0	
TOTAL WEIGHT CARRIED/VALUE			0.5 lbs.	1.0 gp	

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

Special Attacks	
Any Weapon Rod	[Drew]
Becomes non-complex weapon as a free action.	
Natural Weapon (Claw)	[DS, web]
You can use your sharp claws to deal lethal (slashing) damage instead of nonlethal damage with an unarmed attack. Attacks made with natural weapons do not provide attacks of opportunity.	
Warcraft	[Eclipse, p.10]
+4 BAB	

Special Qualities	
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. [+16 total CP].	
Fast Learner/ Specialized for increased effect (Skills)	[Eclipse, p.17]
+2 CP a level towards selected item. [+16 total CP].	

DISADVANTAGES	
Compulsive (Enjoys toying with Time)	[Eclipse, p.18]
You have the listed compulsions.	
Hallucinations, Flashbacks, and Visions (Odd visions)	[Eclipse, p.19]
You have visions or flashbacks.	
Hunted (Tabarath Cult)	[Eclipse, p.19]
Something powerful is hunting you.	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 300, Bonus Feats have added 36 CP, Disadvantages have added 10 CP, Duties adds 16 CP, Fast Learner adds 16 CP, HD 8 deducts 32 CP, Companions adds 6 CP	
Ability Focus / Group of Abilities (Time Magic)	[Eclipse, p.23]
Ability Focus for selected group of abilities.	
Adept (Rune Casting (Time), Rune Casting (Force), Rune Mastery (Force), Rune Mastery (Time))	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Berserker	[Eclipse, p.25]
Gains a Total of +8 in temp bonuses. Normally +4 to two attributes, +2 to a saving throw or AC, and -2 to something else.	
Berserker / Odinpower	[Eclipse, p.26]
Total Increases to +13. Normally increasing the bonuses to +6, +6 and +3 respectively.	
Berserker / Enduring	[Eclipse, p.26]
Removes the fatigue after the berserker session.	
Companion	[Eclipse, p.27]
Gain a companion creature of your choice.	
Companion / Template	[Eclipse, p.27]
adds a single template of up to +2 ECL to a max of +6 to the companion.	
Companion / Might (Positive Levels)	[Eclipse, p.27]
(+6 CP) Companion gets +2 Positive Levels (p.86)	
Companion / Transference	[Eclipse, p.27]
Transfer 2 CP per 1 CP you donate.	
Familiar	[Eclipse, p.27]
You have a familiar companion	
Deep Sleep	[Eclipse, p.30]
You only require 4 hours of sleep instead of 8 hours to be fully refreshed.	
+4 racial bonus on saves against sleep and paralysis	[DS, web]
Eldritch	[Eclipse, p.31]
Exotic forces power your magic rather than relying on the usual sources. In other words, your magic may have strange special effects for free. This has no direct game effect, but gives you more style.	
Fortune / Defiant	[Eclipse, p.53]
On Successful Will Save, ignore effect of Will Half/Partial.	
Immunity / XP Cost Initial Innate Enchantment	[Eclipse]
(2 CP) Handles initial Innate Enchantment, L1 only.	
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 / Detect Magic	[Eclipse]
(+700) At-will personal use at L1 caster level.	
Innate Enchantment / Enhanced Attribute (+2 Dexterity)	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Dexterity	
Innate Enchantment / Enhanced Attribute (+2 Intelligence)	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Intelligence	
Innate Enchantment / Enhanced Attribute (+2 Wisdom)	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Wisdom	
Journeyman / Skill	[Eclipse, p.35]
A Journeyman may purchase some type of ability (often skills or spellcasting) as if he or she were one level higher, increasing the usual (Level + 3) cap.	
Mana (6x)	[Eclipse, p.36]
Every level of this ability taken grants an extra 1d6 points of personal Mana, 2d4 generic spell levels, or 3d6 Power. Characters without other psychic abilities do not become vulnerable to psychic attack modes if the game's current rules make psychics more vulnerable to each other. Mana can help with spellcasting, while Power often fuels meditative or martial arts abilities aside from psychic powers. Unfortunately, while Mana is extremely flexible, it recovers at a mere one point per day, two with rest and meditation. Power and generic spell levels recover each day, as usual. As a general rule, 1 point of Mana equates to 2 spell levels or 4 Psionic Power - or one charge from a magic item. Mana is commonly used to power exotic abilities. Abilities which would normally be uses-perday may be designated as using personal Mana instead at 1 use for 2 Mana. If Mana is required as an extra limitation, such powers usually count as Corrupted. Any character with Mana may select one of the forms of Natural Magic described below at no cost. Adding additional forms costs +6 CP each.	
Mana / Mana (6x)	[Eclipse, p.36]
Grants 6d6 Mana	
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.	
Mental Link	[Drew, Custom]
You are automatically in Mental Contact with your companions	
Mystic Link (Courrrputed and Specialized // Familiar Only)	[Eclipse, p.38]
A character with Mystic Link has an occult bond with someone or something. He or she may sense the target or the direction it lies in.	

Rite of Chi	[Eclipse, p.42]
(6 CP). Given a few minutes of rest, one with the knowledge of Chi may regain 4d6 power, 2d6 spell levels (the user allocates where these go), or 1d6 Mana once per day. Characters may use this more often, but incur a cumulative -1 negative level each time (these go away in 24 hours). Characters with Bonus Uses do not suffer this as long as their Bonus Uses hold out.	
Skill Emphasis (Rune Casting (Force), Rune Casting (Time), Rune Mastery (Force), Rune Mastery (Time))	[Eclipse, p.44]
This grants a +2 bonus on any single skill.	
Skill Focus +3 (Rune Casting (Force), Rune Casting (Time), Rune Mastery (Force), Rune Mastery (Time))	[Eclipse, p.44]
+3 bonus to any single skill. Skill Focus stacks with Skill Emphasis.	
Skill Focus / Mastery (Rune Casting (Force), Rune Casting (Time), Rune Mastery (Force), Rune Mastery (Time))	[Eclipse, p.44]
+1 to existing choices	
Skill Focus / Mastery, Improved (Rune Casting (Force), Rune Casting (Time), Rune Mastery (Force), Rune Mastery (Time))	[Eclipse, p.44]
additional +1 to existing choices	

PROFICIENCIES
Axe (Throwing), Battleaxe, Chakram, Claw, 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
Celestial, Common, Draconic, Sylvan, Tradetongue

TEMPLATES

Familiar: Blink (Companion (Weasel))					
HP:	37	AC:	22	INIT:	+4
FORT:	+6	REF:	+10	WILL:	+8
*Bite (Natural/Primary)	+2	DAM:	1d3-4	CRIT:	20/x2
Special:					

Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
At Will	Detect Magic		None	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: p.219

Effect:

Detects spells and magic items within 60 ft.

Target: Cone-shaped emanation

Caster Level: 1

* =Domain/Speciality Spell

Innate

At Will Detect Magic (DC:)

Vincent Green



Human

RACE

25

AGE

Male

GENDER

Darkvision (60 ft.), Low-light

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

6' 0"

HEIGHT

150 lbs.

WEIGHT

Green

EYE COLOUR

Tan

SKIN COLOUR

Blond, Short

HAIR

Loss of Control

PHOBIAS

Extrovert, Control Freak

PERSONALITY TRAITS

Time

INTERESTS

Normal, Time is my servant

SPOKEN STYLE

Hilsfar

RESIDENCE

Adventuring

LOCATION

None

REGION

Description:

Biography:

Rite of Chi w/ Bonus Uses +4

Notes:

Character Sheet Notes: