

Rahne 'Rain' Diende

NAME

d8E4

6000

CLASS

EXPERIENCE

4

10000

Character Level

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	8	-1	8	-1	8	-1
DEX Dexterity	12	+1	12	+1	12	+1
CON Constitution	12	+1	12	+1	12	+1
INT Intelligence	14	+2	14	+2	14	+2
WIS Wisdom	19	+4	19	+4	19	+4
CHA Charisma	18	+4	18	+4	18	+4

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+6

=

+2

+

+4

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+1

=

+2

+

-1

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+1

=

+2

+

-1

+

+0

+

+0

+

+0

+

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

*Quarterstaff	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+1	1d6-1				
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
-------	------	----	--------	-------	---------------

Elizabeth

PLAYERNAME

Human

Medium

5' 4"

110 lbs.

RACE

SIZE

HEIGHT

WEIGHT

VISION

24

Female

Blue

Blue,

0

AGE

GENDER

EYES

HAIR

POINTS

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

HP

hit points

32

AC

armor class

15

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

INITIATIVE

modifier

+1

=

+1

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+2

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	RANKS	MISC MODIFIER	7/3.5
✓ Acrobatics	DEX	1	=	1	+	+		
✓ Appraise	INT	2	=	2	+	+		
✓ Athletics	STR	3	=	-1	+	4.0	+	
✓ Craft (Untrained)	INT	2	=	2	+	+		
✓ Deception	CHA	4	=	4	+	+		
✓ Deception (Act in character)	CHA	6	=	4	+	+	2	
✓ Endurance	CON	1	=	1	+	+		
✓ Gather Information	CHA	4	=	4	+	+		
✓ Heal	WIS	15	=	4	+	7.0	+	4
✓ Insight	WIS	15	=	4	+	7.0	+	4
Knowledge (Nature)	INT	11	=	2	+	7.0	+	2
Knowledge (Religion)	INT	9	=	2	+	7.0	+	
✓ Perception	WIS	15	=	4	+	7.0	+	4
✓ Persuasion	CHA	13	=	4	+	7.0	+	2
✓ Ride	DEX	1	=	1	+	+		
Rune Casting (Divination)		10	=	0	+	2.0	+	8
Rune Casting (Life and Healing)		15	=	0	+	7.0	+	8
Rune Casting (Spirit)		15	=	0	+	7.0	+	8
Rune Casting (Wards and Shields)		10	=	0	+	2.0	+	8
Rune Mastery (Divination)		9	=	0	+	1.0	+	8
Rune Mastery (Life and Healing)		15	=	0	+	7.0	+	8
Rune Mastery (Spirit)		15	=	0	+	7.0	+	8
Rune Mastery (Wards and Shields)		9	=	0	+	1.0	+	8
✓ Stealth	DEX	1	=	1	+	+		
✓ Survival	WIS	15	=	4	+	7.0	+	4
✓ Survival (Find or follow tracks)	WIS	17	=	4	+	7.0	+	6
✓ Survival (Natural environments)	WIS	17	=	4	+	7.0	+	6
✓ Thievery	DEX	1	=	1	+	+		
✓ Use Rope	DEX	1	=	1	+	+		
			=	+	+	+		
			=	+	+	+		

✓: can be used untrained. ✕: 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	26	Medium	53	Heavy	80
Lift over head	80	Lift off ground	160	Push / Drag	400

Special Attacks	
<b>Warcraft</b> +2 BAB	[Eclipse, p.10]

Special Qualities	
<b>Weapon Proficiency (All Simple Weapons)</b> Grants Proficiency with all simple weapons.	[Eclipse, p.49]

Recurring Bonuses	
<b>Duties (To Higher Ideals)</b> You have duties. Grants 2 CP per level. [+8 total CP].	[Eclipse, p.17]
<b>Fast Learner (Focused on Skills)</b> +2 CP towards Skills per level. [+8 total Skill Points Granted].	[Eclipse, p.17]
<b>Upgrade Human Racial</b> Upgrades the Fast Learner Human Racial to Double Points	[Eclipse]

DISADVANTAGES	
<b>Broke</b> You start with less starting money.	[Eclipse, p.18]
<b>Compulsive (Tends to those in need)</b> You have the listed compulsions.	[Eclipse, p.18]
<b>Insane (Very Naive about the world)</b> You have the listed insanities.	[Eclipse, p.19]

Spell Caster Information	
<b>Rune Casting</b> 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.	[Eclipse]
<b>Rune Casting (Divination)</b> Your caster level is 5 [Rune Casting Skill/2], your Spell Level is 2 [Rune Mastery Skill/4]. Each Spell Level costs 1 mana to cast.	[Eclipse, p.97]
<b>Rune Casting (Life and Healing)</b> Your caster level is 8 [Rune Casting Skill/2], your Spell Level is 4 [Rune Mastery Skill/4]. Each Spell Level costs 1 mana to cast.	[Eclipse, p.97]
<b>Rune Casting (Spirit)</b> Your caster level is 8 [Rune Casting Skill/2], your Spell Level is 4 [Rune Mastery Skill/4]. Each Spell Level costs 1 mana to cast.	[Eclipse, p.97]
<b>Rune Casting (Wards and Shields)</b> Your caster level is 5 [Rune Casting Skill/2], your Spell Level is 2 [Rune Mastery Skill/4]. Each Spell Level costs 1 mana to cast.	[Eclipse, p.97]

Eclipse Abilities	
<b>Character Points Total</b> Character Points Total 170, Bonus Feats have added 24 CP, Disadvantages have added 10 CP, Duties adds 8 CP, HD 8 deducts 16 CP	[Eclipse]
<b>Adept (Knowledge (Nature), Knowledge (Religion), Perception, Heal, Rune Casting (Life and Healing), Rune Casting (Spirit), Rune Mastery (Life and Healing), Rune Mastery (Spirit))</b> Choose four related skills that only cost 1/2 a Character Point for each skill rank.	[Eclipse, p.24]
<b>Augmented Bonus (CHA adds to Wisdom Based Skills)</b> (6 CP). You may add a second attribute bonus to the usual one in some specific situation, such as with a skill or set of linked skills, with a specified type of weapon, or against a type of foe.	[Eclipse, p.25]
<b>Augmented Bonus / Add Cha Stat to Chosen Skills (Wisdom)</b> Adds Stat Selection to Charisma Skills.	[Eclipse, p.25]
<b>Evasive / Very Common Actions (Casting/only works with healing and protective spells)</b> Evasive characters may take an action (select one) that usually provokes an Attack of Opportunity without being so exposed. You may take this multiple times, selecting a different action each time.	[Eclipse, p.52]
<b>Innate Enchantment</b> 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.	[Eclipse, p.34]
<b>Innate Enchantment / Detect Magic</b> (+700) At-will personal use at L1 caster level.	[Eclipse]
<b>Innate Enchantment / Enhanced Attribute (+2 Wisdom)</b> [At Will] Grants +2 Enhancement Bonus to Wisdom	[Eclipse]
<b>Innate Enchantment / Enhanced Attribute (+2 Charisma)</b> [At Will] Grants +2 Enhancement Bonus to Charisma	[Eclipse]
<b>Innate Enchantment / Force Armor I</b> [At Will] As Armor Spell, grants +4 Armor AC.	[Eclipse]
<b>Luck with +4 Bonus Uses</b> A lucky character may either "Take 20" in advance, without taking extra time and whether or not this would usually be allowed, or reroll after the primary roll once per day. Most characters also get Bonus Uses.	[EWB]
<b>Mana / Mana (9x)</b> Grants 9d6 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.	[Eclipse, p.36]
<b>Spell Enhancement</b> 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.	[Eclipse, p.36]
<b>Rite of Chi (+18 Bonus Uses)</b> Specialized and Corrupted/only works after sleeping for at least a few hours, can only be used to restore Mana (10 CP). Note that any uses "left over" after restoring her mana reserve in the morning may be used after napping later in the day. Regain 1d6 Mana per use.	[Eclipse, p.42]

PROFICIENCIES
Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Giant Rock, Grapple, Halfspear, Hoopak, Javelin, Keyblade, Laser, Longspear, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Scourge, Shortspear, Sickie, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike

LANGUAGES
Common, Elven, Halfling

TEMPLATES
Bonus to Rune Casting ~ Charisma

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
<i>Effect:</i> Detects spells and magic items within 60 ft.						<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 1	
* =Domain/Speciality Spell										

## Innate

At Will Detect Magic (DC:)

# Rahne 'Rain' Diende

RACE	Human
AGE	24
GENDER	Female
VISION	
ALIGNMENT	Neutral Good
DOMINANT HAND	Right
HEIGHT	5' 4"
WEIGHT	110 lbs.
EYE COLOUR	Blue
SKIN COLOUR	
HAIR	Blue,
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE	
RESIDENCE	
LOCATION	None
REGION	

## Description:

Mana = 45

## Biography: