

# Theodore "Tod" Frost

NAME

# Nick

PLAYERNAME

DEITY

Neutral Good

ALIGNMENT

d8E6

CLASS

15000

EXPERIENCE

Human

RACE

Medium

SIZE

5' 11"

HEIGHT

147 lbs.

WEIGHT

Darkvision (60 ft.), Low-light vision

6

Character Level

21000

NEXT LEVEL

22

AGE

Male

GENDER

Blue

EYES

Platinum Blond, Medium Length

HAIR

0

POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
<b>STR</b> Strength	16	+3	16	+3	16	+3	<b>HP</b> hit points	49			Walk 30 ft.
<b>DEX</b> Dexterity	17	+3	17	+3	17	+3	<b>AC</b> armor class	14	11	13	10
<b>CON</b> Constitution	16	+3	16	+3	16	+3	TOTAL				
<b>INT</b> Intelligence	17	+3	17	+3	17	+3	FLAT				
<b>WIS</b> Wisdom	12	+1	12	+1	12	+1	TOUCH				
<b>CHA</b> Charisma	14	+2	14	+2	14	+2	BASE				
							ARMOR BONUS				
							SHIELD BONUS				
							STAT				
							SIZE				
							NATURAL ARMOR				
							DEFLECTION				
							MISC				
							MISS CHANCE				
							ARCANE SPELL FAILURE				
							ARMOR CHECK PENALTY				
							SPELL RESIST				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+4	+1	+3	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+4	+1	+3	+0	+0	+0		
<b>WILL</b> (wisdom)	+5	+4	+1	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+8	+7	+3	+0	-2	+0	
<b>RANGED</b> attack bonus	+8	+7	+3	+0	-2	+0	
<b>GRAPPLE</b> attack bonus	+8	+7	+3	+0	-2	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+8/+8	1d3+3	20/x2	5 ft.

Spirit Weapon - Ranged	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	RANGE
	+10	1d12+3	20/x3	100

*Claw	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+8/+8		1d3+3			

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

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	9/4.5	MISC MODIFIER
					RANKS		
✓ Acrobatics	DEX	8	=	3	+	5.0	+
✓ Appraise	INT	3	=	3	+		+
✓ Athletics	STR	7	=	3	+	4.0	+
✓ Craft (Untrained)	INT	3	=	3	+		+
✓ Deception	CHA	7	=	2	+	5.0	+
✓ Endurance	CON	12	=	3	+	9.0	+
✓ Gather Information	CHA	2	=	2	+		+
✓ Heal	WIS	1	=	1	+		+
✓ Mystic Artist Skill		0	=	0	+		+
✓ Perception	WIS	8	=	1	+	5.0	+
✓ Persuasion	CHA	6	=	2	+	4.0	+
✓ Ride	DEX	3	=	3	+		+
Rune Casting (Bubbles)	INT	19	=	3	+	9.0	+
Rune Casting (Heal)	INT	14	=	3	+	9.0	+
Rune Mastery (Bubbles)	INT	19	=	3	+	9.0	+
Rune Mastery (Heal)	INT	12	=	3	+	9.0	+
✓ Sense Motive	WIS	5	=	1	+	4.0	+
✓ Stealth	DEX	3	=	3	+		+
✓ Survival	WIS	1	=	1	+		+
Survival (Find or follow tracks)	WIS	3	=	1	+	1.0	+
✓ 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
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp

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

+7/+2

Special Attacks	
<b>Natural Weapon (Claw)</b>	[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. The damage of this attack is the base creature's normal unarmed combat damage.	
<b>Warcraft</b>	[Eclipse, p.10]
+7 BAB	

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

Recurring Bonuses	
<b>Duties (Chosen Ones)</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/ Specialized for increased effect (Skills)</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.	

DISADVANTAGES	
<b>Compulsive (Loses Temper easily)</b>	[Eclipse, p.18]
You have some particular mania or "code of conduct" which influences everything you do. Likely compulsions include the classic manias (like Pyro- or Klepto-), an overwhelming love or hatred, greed, dedication to some peculiar goal, truthfulness, extravagant spending, or even virtue. Codes include things like Hippocratic Oaths or Chivalry. Characters that ignore their compulsions take a 20% experience penalty.	
<b>Hunted (Tabarath Cult)</b>	[Eclipse, p.19]
Someone's out to get you. You may be an outlaw, have personal enemies, or have been marked by some mystical entity. The nature of your foes should be decided in consultation with the GM. As a rule, you cannot simply confront your hunters and fight it out with them. They're either numerous, powerful, or secretive.	
<b>Outcast (Outside of Time)</b>	[Eclipse, p.19]
You are socially unacceptable in a large area or with a large and important group. You might be noted as an oathbreaker, an "untouchable," a kinslayer, or an ex-slave, belong to a despised ethnic group, believe in a heretical faith, or simply have numerous obnoxious habits. In any case, a sizable segment of the people in the campaign setting will have nothing to do with you.	

Eclipse Abilities	
<b>Ability Focus / Specific Ability (Bubble Casting)</b>	[Eclipse, p.23]
You add +2 to the DC of resisting one of your specific abilities, such as a breath weapon, special ability, particular spell, or specific poison.	
<b>Augmented Magic</b>	[Eclipse, p.25]
(3 CP). This grants a +1 bonus on an aspect (usually Caster Level or damage per die) of a specific type of spell or under particular circumstances. For example, Wizards might take this bonus for Caster Level for their Illusion spells, or combat mages a damage bonus on fire-based spells of any school. Nonspellcasters may take this to augment specific effects, such as the damage from flame-based weapons. ! You may take this ability up to three times on any given power, but may only apply it once per aspect.	
<b>Berserker</b>	[Eclipse, p.25]
(6 CP). The Berserker ability grants extreme but short-lived bonuses. The user normally gains +4 to two attributes, +2 to a saving throw or AC, and -2 to another attribute, save, or AC for (3+Con Mod) rounds 1/day. The user gains another berserk session per day per 3 character levels or part thereof. The user becomes fatigued after using Berserker. GM's should note that the character may not generally do anything else but a specified, focused task or similar stunt. For the classic barbarian rage, the character can do little except immediate, physical skills and tasks, mostly meaning combat. Note that the guidelines on where the bonuses should go are not meant as absolute rules; let a character pick something appropriate. AC, damage bonuses, to-hit bonuses, Caster Level, or even turning might all be acceptable choices depending on the character. The bonuses must simply total +8 (the character may apply a -2 penalty somewhere to add an additional +2).	
<b>Berserker / Enduring</b>	[Eclipse, p.26]
(+3 CP) removes the fatigue after the berserker session. This is often combined with Corrupted Bonus Uses (only to extend the duration).	
<b>Berserker / Odinpower</b>	[Eclipse, p.26]
(+3 CP) usually increases the bonuses to +6, +6 and +3 respectively. The total increases to +13.	
<b>+4 racial bonus on saves against sleep and paralysis</b>	[DS, web]
<b>Mana (54x)</b>	[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.	
<b>Mana / Mana (9x)</b>	[Eclipse, p.36]
Grants 9d6 Mana	
<b>Spell Enhancement</b>	[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.	
<b>Reflex Training (Cast Defense Spell and get Standard Action)</b>	[Eclipse, p.40]
(6 CP). With Reflex Training, a character gains a free, immediate, Standard Action under some particular circumstance. You cannot string together more reflexive actions than your relevant attribute bonus (usually Str Mod or Dex Mod). Alternatively, the character may instead simply take an extra Standard Action at any time 3 times per day. You may not use this version more than once per round.	
<b>Rite of Chi</b>	[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.	
<b>Skill Emphasis (Rune Casting (Bubbles), Rune Casting (Heal), Rune Mastery (Bubbles))</b>	[Eclipse, p.44]
This grants a +2 bonus on any single skill.	
<b>Skill Focus / Mastery (Rune Casting (Bubbles), Rune Mastery (Bubbles))</b>	[Eclipse, p.44]
+1 to existing choices	
<b>Skill Focus / Mastery x2 (Rune Casting (Bubbles), Rune Mastery (Bubbles))</b>	[Eclipse, p.44]
additional +1 to existing choices	
<b>Skill Focus +3 (Rune Casting (Bubbles), Rune Mastery (Bubbles))</b>	[Eclipse, p.44]
+3 bonus to any single skill. Skill Focus stacks with Skill Emphasis.	
<b>Spirit Weapon (Melee) (Longsword)</b>	[Eclipse, p.55]
(6 CP). With Spirit Weapon, the character may manifest a personal-use weapon which does subdual or lethal damage. The character picks either subdual or physical, not both, and the user also chooses slashing, piercing, crushing, a magical energy type, or a non-magical energy for the damage type. Most characters who take this also purchase Imbuement (page 53). The weapon may be any the user is proficient with including unarmed strikes. Unarmed strikes bought with the Spirit Weapon power are considered armed attacks. Spirit Weapon damage may be upgraded as per Martial Arts.	
<b>Spirit Weapon (Ranged) (Longbow)</b>	[Eclipse, p.55]
(9 CP). With Spirit Weapon, the character may manifest a personal-use weapon	

which does subdual or lethal damage. The character picks either subdual or physical, not both, and the user also chooses slashing, piercing, crushing, a magical energy type, or a non-magical energy for the damage type. Most characters who take this also purchase Imbuement (page 53). The weapon may be any the user is proficient with including unarmed strikes. Unarmed strikes bought with the Spirit Weapon power are considered armed attacks. Spirit Weapon damage may be upgraded as per Martial Arts., Damage dealt 0d0

+7/+2+7/+2

## Feats

Feat Conversion to CP ~ 6 (2x)

[Eclipse, p.9]

## PROFICIENCIES

Axe (Throwing), Battleaxe, Chakram, Claw, 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, Shortsppear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Sword Staff, Trident, Unarmed, Unarmed Strike, Waraxe (Dwarven), Warhammer

## LANGUAGES

Common, Draconic, Elven, Giant, Infernal

## TEMPLATES

## Notes:

Character Sheet Notes: