

Andreas

NAME

d20E1 d12E8

36000

EXPERIENCE

Matthew Yeoman

PLAYERNAME

Human

Medium

SIZE

DEITY

6' 0"

190 lbs.

WEIGHT

Lawful Good

ALIGNMENT

Darkvision (60 ft.),

Low-light

VISION

9

45000

Character Level

NEXT LEVEL

27

Male

AGE

GENDER

Grey

Brown, kept long but tied in a pony-tail,

EYES

HAIR

0

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	20	+5	20	+5	20	+5
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	20	+5	20	+5	20	+5
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	18	+4	18	+4	18	+4

WOUNDS/CURRENT HP

HP

hit points

137

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 50 ft.

AC

armor class

27

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLECTION

MISC

MISS CHANCE

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

0

SPELL RESIST

0

INITIATIVE

modifier

+2

TOTAL

+2

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+9/+4

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+11

=

+6

+

+5

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+9

=

+7

+

+2

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+8

=

+7

+

+1

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+16

=

+9

+

+5

+

+0

+

+2

+

+0

+

RANGED

attack bonus

+13

=

+9

+

+2

+

+0

+

+2

+

+0

+

GRAPPLE

attack bonus

+16

=

+9

+

+5

+

+0

+

+2

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+16/+16

1d3+5

20/x2

10 ft.

*Andreas's Lawgiver

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

S

M

19-20/x2

10 ft.

TOTAL ATTACK BONUS

DAMAGE

+22/+22

2d8+12

Special Properties

Enhancement Bonus to hit and damage +1, [good-aligned] +2d6 holy damage vs. evil, 1 negative level bestowed to evil wielder, +1d6 fire damage, Applied Power I and Greater Blade Effect

*Claw

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

S

M

20/x2

10 ft.

TOTAL ATTACK BONUS

DAMAGE

+16/+16

1d3+5

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

*Faerie Garb

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

Light

+6

+0

0

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

RANKS

MISC MODIFIER

12/6

✓ Acrobatics

DEX

4

=

2

+

+

2

✓ Appraise

INT

1

=

1

+

+

✓ Athletics

STR

12

=

5

+

7.0

+

✓ Athletics (Jump)

STR

20

=

5

+

7.0

+

8

✓ Craft (Untrained)

INT

1

=

1

+

+

✓ Deception

CHA

4

=

4

+

+

✓ Deception (Act in character)

CHA

6

=

4

+

+

2

✓ Endurance

CON

5

=

5

+

+

✓ Gather Information

CHA

7

=

4

+

3.0

+

✓ Heal

WIS

6

=

1

+

5.0

+

✓ Insight

WIS

6

=

1

+

5.0

+

Knowledge (Nobility and Royalty)

INT

3

=

1

+

2.0

+

Martial Arts (Strength Based)

STR

22

=

5

+

12.0

+

5

✓ Perception

WIS

15

=

1

+

12.0

+

2

Perform (Dance)

CHA

5

=

4

+

1.0

+

Perform (Sing)

CHA

5

=

4

+

1.0

+

✓ Persuasion

CHA

16

=

4

+

12.0

+

✓ Persuasion (Diplomacy)

CHA

18

=

4

+

12.0

+

2

✓ Ride

DEX

19

=

2

+

12.0

+

5

✓ Stealth

DEX

2

=

2

+

+

✓ Survival

WIS

9

=

1

+

8.0

+

✓ Survival (Find or follow tracks)

WIS

11

=

1

+

8.0

+

2

✓ Thievery

DEX

2

=

2

+

+

✓ Use Rope

DEX

2

=

2

+

+

=

+

+

=

+

+

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Andreas's Lawgiver	Equipped	1	0.0	0.0
Enhancement Bonus to hit and damage +1, [good-aligned] +2d6 holy damage vs. evil, 1 negative level bestowed to evil wielder, +1d6 fire damage, Applied Power I and Greater Blade Effect				
Claw	Equipped	1	0.0	0.0
Faerie Garb	Equipped	1	0.5	1.0
Ring of the Dragon	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
0 lbs.				
Special Boots	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			0.5 lbs.	1.0 gp

WEIGHT ALLOWANCE					
Light	133	Medium	266	Heavy	400
Lift over head	400	Lift off ground	800	Push / Drag	2000

Special Attacks	
Any Weapon Rod	[Drew]
Becomes non-complex weapon as a free action.	
Augment Attack / Weapon Specialization (Longsword)	[Eclipse, p.50]
increase damage by +2 to selected weapon	
Augment Attack / Greater Weapon Specialization (Longsword)	[Eclipse, p.50]
increase damage by +2 to selected weapon	
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.	
Enhanced Strike / Crushing	[Eclipse, p.51]
applies all damage from an entire attack sequence as a single attack.	
Valor Form (Growth I) (Su)	[KH]
Valor Form is the first Drive that you become able to do. When you Drive into Valor Form, you gain numerous benefits. You gain a +4 bonus to both Strength and Dexterity, as well as a +6 bonus on Jump checks. Even while you aren't Driving, you now gain a +4 bonus all Jump checks you make. In addition, if you own more than one keyblade or keychain, you are able to use both of them, gaining the benefit of the Two-Weapon Fighting feat even if you don't meet the prerequisites. If you don't have two keyblades, the Form creates a nonmagical, masterwork copy of the one you do have. When you Drive into Valor Form, you must have at least 30 points in your Drive Gauge. When you Drive into Valor Form, the Drive Gauge is reset to 30 points.	
Warcraft	[Eclipse, p.10]
+9 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	
Warcraft / Weapon Mastery (MeleeSlashing)	[Eclipse, p.10]
Warcraft / Weapon Supremacy (MeleeSlashing)	[Eclipse, p.10]
Immunity/Uncommon, Minor, Minor [+4 bonus on all checks to resist being disarmed]; Immunity/Uncommon, Minor, Trivial [You can use your weapon against a foe who grapples you without penalty and without first making a grapple check.]; Immunity/iterative attack penalty, Common, Minor, Minor, Corrupted/only usable on one attack per round [When you take a full attack action, you can apply a +5 bonus to any single attack after your first strike]; Mastery/attack checks, Corrupted/can only be applied to one check per round [Once per round before making an attack roll, you can instead choose to treat your d20 result as a 10.]; Defender [You gain a +1 bonus to AC].	

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -5, Dying -6 and Dead -21	
Drive	[KH]
You can enter Drive Forms.	
Weapon Proficiency (All Simple Weapons and One Martial Weapon) (Longsword)	[Eclipse, p.49]
Grants Proficiency with all simple weapons and selected weapons.	

Recurring Bonuses	
Duties (Chosen Ones)	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+18 total CP].	
Character Creation Fast Learner / Specialized for Increased Effect (Towards HD)	[Eclipse, p.17]
+2 CP a level towards selected item. [+18 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.	
Hunted (Tabarath Cult)	[Eclipse, p.19]
Something powerful is hunting you.	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 328, Bonus Feats have added 42 CP, Disadvantages have added 10 CP, Duties adds 18 CP, Fast Learner adds 18 CP, HD 12 deducts 64 CP, HD 20 deducts 16 CP, Companions adds 0 CP	
Adept (Martial Arts, Perception, Persuasion, Ride)	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Block / Melee	[Eclipse, p.50]
Block lets a character counter an incoming melee attack with DC 15 Reflex save once per round. In general, each Block attempt uses up an Attack of Opportunity and provides Great Immunity to the attack. Attackers may give up part of their BAB to increase the Block save DC on a 1-to-1 basis.	
Block / Melee / Master	[Eclipse, p.50]
(+6 CP) upgrades the roll, so that it requires only a DC 15 save.	
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.	
Special Mount	[Eclipse, p.27]
You have a Special Mount companion	
+4 racial bonus on saves against sleep and paralysis	[DS, web]
Healing Touch	[Eclipse, p.33]
(6 CP). Healing Touch allows characters to heal themselves or another by touch for 36 ([Cha Mod] x [character level]) points per day. The healing may be split up rather than used all at once.	
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 9000 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 / purchase additional (4x)	[Eclipse, p.34]
For every +1 additional CP invested, these innate enchantments rise in value by 1000 GP. [Additional Total Granted 4000]	
Innate Enchantment / Enhanced Attribute (+2 Constitution)	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Constitution	
Innate Enchantment / Force Shield I	[Eclipse]
[At Will] As Shield Spell, grants +4 Shield AC.	
Innate Enchantment / Rugged Metabolism	[Eclipse]
Fast Healing I for 18 Rounds 2/Day, Relieve Illness 1/Day, Relieve Poison 1/Day, and Lesser Restoration 1/Day.	
Innate Enchantment / Greater Blade ~ Lawgiver	[Eclipse]
[At Will] (Variant of Enlarge, a normal weapon becomes one size category larger for purposes of Damage, only for Lawgiver 6720 GP).	
Lawgiver	[Drew]
Lawgiver Grants the following - Grant of Aid & Celestial Spell-Like abilities.	
Grant of Aid	[Drew]
7/day Free Action - Heal 1d8+5 hp, 1d3 attribute damage or 1 negative level.	
Lawgiver Powers	[Drew]
Half-Celestial Powers - [1/day unless noted otherwise], Daylight [At Will], Protection from Evil [3/day], Bless, Aid, Detect Evil, Cure Serious Wounds, Neutralize Poison, Holy Smite, Remove Disease, Dispel Evil	
Mental Link	[Drew, Custom]
You are automatically in Mental Contact with your companions	
Relic Purchase / First Relic	[Eclipse]
You have spent CP for a Relic. [Total CP Spent on First Relic = 1]	
Relic Purchase / Second Relic	[Eclipse]
You have spent CP for a second Relic. [Total CP Spent on Second Relic = 1]	
Rider	[Eclipse, p.41]
(6 CP). With Rider, characters can aid their mounts in battle. This initially allows them to use a Ride roll in place of his or her mount's AC to negate a hit on the mount once per round. A Rider is not limited to any specific creature or type of creature.	
Rider / Might	[Eclipse, p.41]
(+6 CP) adds the Faithful Steed template to a creature. See page 167 for the template.	
Rider / Psychic Bond	[Eclipse, p.41]
(+6 CP) creates a subtle psychic bond between rider and mount. This grants a +5 bonus to Ride and allows the character to communicate with his or her mount mentally., (+6 CP) the character may call his or her mount and have it simply show up, regardless of how impractical this is.	
Rider / Spirited (Walk)	[Eclipse, p.42]
(+3 CP) adds +10' or +10% (whichever is better) to one of the Mount's movement modes. This can be taken repeatedly, but can't more than double a mode.	
Rider / Battle Dance	[Eclipse, p.42]
(+3 CP) allows a character to add his or her (Wis Mod) to the Mount's AC.	
Skill Emphasis (Martial Arts ~ Str Based)	[Eclipse, p.44]
This grants a +2 bonus on any single skill.	
Skill Focus +3 (Martial Arts ~ Str Based)	[Eclipse, p.44]
+3 bonus to any single skill. Skill Focus stacks with Skill Emphasis.	
The Dragon Sigil	[Drew]
Grants Mystic Companion (Spiked Felldrake); GM Note- Not fully under player control	

Martial Arts	
Martial Arts Basic / Attack (4x)	[Eclipse, p.81]
Gain additional +1 each time taken [currently +4] bonus on rolls to Attack, Throw, Grapple, and Trip opponents.	
Martial Arts Basic / Defenses	[Eclipse, p.81]
Gain additional +1 each time taken [currently +1] bonus to AC when you are unarmored or lightly armored.	
Martial Arts Basic / Power	[Eclipse, p.81]
Increase your unarmed damage by +1 or increase your weapon die type by 1 step, up to a d12 maximum. Weapons that cause multiple dice of damage increase them independently.	
Martial Arts Basic / Power / Improve Die Size	[Eclipse, p.81]
Increase your weapon die type by 1 step, up to a d12 maximum. Weapons that cause multiple dice of damage increase them independently.	
Martial Arts Advanced / Mind Like Moon	[Eclipse, p.81]
You reflexively come on guard when attacked. With a DC 15 Reflex save, you avoid being surprised or flat-footed at the beginning of combat.	
Martial Arts Advanced / Reach	[Eclipse, p.81]
You add 5' to your Reach in combat. This usually represents lunging and darting in and out, but could be a mystical ability.	
Martial Arts Master / Whirlwind Attack	[Eclipse, p.82]
As per the feat - When you use the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach.	
Martial Arts Occult / Inner Strength	[Eclipse, p.82]
You gain six phantom Con points with which to power your Occult Techniques. These do not add to your hit points. This can be taken twice. Phantom points regenerate like normal Con points.	
Martial Arts Occult / Touch Strike	[Eclipse, p.82]
(-1 Con) One attack you make this round is a touch attack.	

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

LANGUAGES
Celestial, Common, Draconic

TEMPLATES
Buy Off ECL Penalty ~ Level 1

Special Mount: Draxfur Fang Ethrulus (Felldrake, Spiked)					
HP:	133	AC:	30	INIT:	+6
FORT:	+14	REF:	+14	WILL:	+12
*Bite (Natural/Primary)	+20	DAM:	2d6+8	CRIT:	20/x2
*Spikes (Natural/Primary)	+16	DAM:	1d8+8	CRIT:	20/x2
*Claws (Natural/Secondary)	+15/+15	DAM:	1d8+4	CRIT:	20/x2
Special:					

Lawgiver Spell-like Abilities

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
At Will	Daylight		None	Standard Action	10 minutes/level [D]	Touch	V,S	No	Evocation [Light]	PHB: p.216
	<i>Effect:</i> 60-ft. radius of bright light.									
	Protection from Evil	10	Will negates (harmless)	Standard Action	1 minute/level [D]	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: p.266
	<i>Effect:</i> vs. Evil gain a +2 Deflection bonus to AC and +2 Resistance bonus to saves, counter mind control, hedge out elementals and outsiders.									
	Bless		None	Standard Action	1 minute/level	50 ft.	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.205
	<i>Effect:</i> Allies gain +1 Morale bonus on attack rolls and on saves against fear.									
	Aid		None	Standard Action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.196
	<i>Effect:</i> +1 Morale Bonus on attack rolls, +1 against fear, and grants 1d8 +1/level [max +10] temporary hp.									
	Detect Evil		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination	PHB: p.218
	<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									
	Cure Serious Wounds	10	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
	<i>Effect:</i> Cures 3d8 +1/level [max +15] damage.									
	Neutralize Poison	10	Will negates (harmless, object)	Standard Action	10 minutes/level	Touch	V,S,M/DF	Yes (harmless, object)	Conjuration (Healing)	PHB: p.257
	<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.									
	Holy Smite	10	Will partial; see text	Standard Action	Instantaneous [1 round]; see text	Medium (190 ft.)	V,S	Yes	Evocation [Good]	PHB: p.241
	<i>Effect:</i> Deals 1d8/level to evil, or 1d6/level to outsiders [max 10dx] and blinds evil creatures for 1 round. Will save negates blindness and deals half damage.									
	Remove Disease	10	Fortitude negates (harmless)	Standard Action	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: p.271
	<i>Effect:</i> Cures all diseases affecting subject.									
	Dispels Evil	10	See text	Standard Action	1 round/level or until discharged, whichever comes first	Touch	V,S, DF	See text	Abjuration [Good]	PHB: p.222
	<i>Effect:</i> +4 bonus against attacks.									
	<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object									

* =Domain/Speciality Spell

Lawgiver Spell-like Abilities

At Will Daylight (DC:)

☐☐☐Protection from Evil
(DC:10)

☐Bless (DC:)

☐Aid (DC:)

☐Detect Evil (DC:)

☐Cure Serious Wounds
(DC:10)

☐Neutralize Poison (DC:10)

☐Holy Smite (DC:10)

☐Remove Disease (DC:10)

☐Dispel Evil (DC:10)