

CHARACTER NAME	
d20E 1, d10E 1	
CLASS	
<u>2/3 (2)</u>	<u>3000 / 6000</u>
Character Level/ECL / CR	EXP / NEXT LEVEL

PLAYER NAME	
Human	Medium / 5 ft.
RACE	SIZE / FACE
28	Male
AGE	GENDER

REGION	
216 lbs.	Normal
WEIGHT	VISION
Blond	
HAIR	POINTS



ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
<b>STR</b> Strength	10		+0		
<b>DEX</b> Dexterity	22		+6		
<b>CON</b> Constitution	10		+0		
<b>INT</b> Intelligence	12		+1		
<b>WIS</b> Wisdom	12		+1		
<b>CHA</b> Charisma	18		+4		

HP		WOUNDS/CURRENT HP						SUBDUAL DAMAGE				DAMAGE REDUCTION			SPEED			
hit points	28														Walk 30 ft.			
AC	28	22	20	= 10	+ 4	+ 4	+ 6	+ 0	+ 0	+ 0	+ 0	+ 4		10	+0	0		
armor class	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	MISC	MISS CHANCE	ARCANE SPELL	ARMOR CHECK	SPELL RESIST		

<b>INITIATIVE</b> modifier	<b>+6</b>	=	<b>+6</b> DEX MODIFIER	+	<b>+0</b> MISC MODIFIER
<b>BASE ATTACK</b> bonus	<b>+4</b>				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
<b>FORTITUDE</b> (constitution)	+0	= +0	+ +0	+ +0	+ +0	+ +0	+ <div></div>	
<b>REFLEX</b> (dexterity)	+6	= +0	+ +6	+ +0	+ +0	+ +0	+ <div></div>	
<b>WILL</b> (wisdom)	+3	= +2	+ +1	+ +0	+ +0	+ +0	+ <div></div>	

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+5	=	+4	+0	+0	+1	+0	
<b>RANGED</b> attack bonus	+7	=	+4	+6	+0	-3	+0	
<b>GRAPPLE</b> attack bonus	+1	=	+4	+0	+0	-3	+0	

*Spear				HAND	TYPE	SIZE	CRITICAL	REACH
				Both	P	M	20/x3	5 ft.
	To Hit		Dam		To Hit			Dam
1H-P	n/a		n/a	2W-P-(OH)	n/a			n/a
1H-O	n/a		n/a	2W-P-(OL)	n/a			n/a
2H	+8		1d8	2W-OH	n/a			n/a
	20 ft.		30 ft.	40 ft.		60 ft.	80 ft.	
TH	+10		+8	+8		+6	+4	
Dam	1d8		1d8	1d8		1d8	1d8	

TOTAL SKILLPOINTS: 22		SKILLS		MAX RANKS: 5/2.5		
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	8	= 6	+ 2	
✓	Appraise	INT	1	= 1		
✓	Athletics	STR	0	= 0		
✓	Craft (Untrained)	INT	1	= 1		
	Craft (Woodworking)	INT	3	= 1 + 2		
✓	Deception	CHA	9	= 4 + 5		
✓	Endurance	CON	0	= 0		
✓	Gather Information	CHA	9	= 4 + 5		
✓	Heal	WIS	1	= 1		
✓	Insight	WIS	1	= 1		
	Martial Arts (Wind Dance)	DEX	11	= 6 + 5		
✓	Perception	WIS	6	= 1 + 5		
✓	Persuasion	CHA	6	= 4	+ 2	
	Profession (Fisher)	WIS	3	= 1 + 2		
✓	Ride	DEX	8	= 6	+ 2	
✓	Stealth	DEX	10	= 6 + 2	+ 2	
✓	Survival	WIS	1	= 1		
✓	Survival (Find or follow tracks)	WIS	3	= 1	+ 2	
✓	Thievery	DEX	8	= 6	+ 2	
✓	Thievery (Sleight of Hand)	DEX	10	= 6	+ 4	
✓	Use Rope	DEX	8	= 6	+ 2	
				=	+	+
				=	+	+

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

**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
*Leather	Light	+2	+6	+0	10

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Leather	Equipped	1	15.0	10.0
Spear	Equipped	1	6.0	2.0
TOTAL WEIGHT CARRIED/VALUE			21 lbs.	12.0 gp

WEIGHT ALLOWANCE					
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

LANGUAGES	
Common, Elven	

Special Attacks	
Warcraft +1 BAB	[Eclipse, p.10]

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -0, Dying -1 and Dead -11	
Armor Proficiency (Light)	[Eclipse, p.49]
Proficient with Light Armors	
Humanoid Traits	[PHB, TypesSubtypesAbilities.rtf]
Humanoids eat/sleep/breathe	
Starting Wealth / Common Skills (Profession (Fisher), Craft (Woodworking), Craft (Woodworking), Profession (Fisher))	[TPE, p.186]
+4 SP to be spent on background skills (usually Craft or Profession skills).	
Wealth Level / 03 Common	[TPE, p.186]
You live decently, and can even afford a bit of education, a few books, a larger family, and good tools. If you decide to "go adventuring" you can afford basic equipment, although usually not an especially wide assortment of it. This is the most common default starting point for characters from the lower classes, implying a reasonably successful career as a craftsman, lesser crook, farmer, guard, or whatever.	
Wealth Level Perk / Armor, Shields, and Weaponry	[TPE, p.186]
You can afford light armor, shields, common, inexpensive, weapons (shortswords, short bows, javelins, etc) and equipment of ordinary quality.	
Wealth Level Perk / Magical Items	[TPE, p.186]
Normally three minor "charms." At least at first, these will usually be utilitarian, but the definition of "utilitarian" can vary a good deal depending on the character's background.	
Wealth Level Perk / Mounts, Pets, and Familiars	[TPE, p.186]
You can obtain common animals, a light riding horse (likely a bit long in the tooth, but serviceable) and a healthy mutt to act as a guard dog. "Noble" animals, including hawks, purebred hounds, hunting cats, warhorses and exotic imports, are still out of reach.	
Wealth Level Perk / Retainers	[TPE, p.186]
You may have a house- or errand-boy and know an old woman or man who purports to be a witch. For the most part you won't know anyone the least bit important.	
Wealth Level Perk / Training	[TPE, p.186]
Any character who levels while at this wealth level gains no special benefits, and suffers no unusual penalties.	
Weapon Proficiency (All Simple Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple weapons.	

Recurring Bonuses	
Duties (To help his home town when ever he knows there is a danger to it.)	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+4 total CP].	
Fast Learner (Focused on Skills /Human) (Child)	[Eclipse, p.17]
+2 CP towards Skills per level. [+10 total Skill Points Granted].	

DISADVANTAGES	
Broke	[Eclipse, p.18]
You start with less starting money.	
Hunted (Background)	[Eclipse, p.19]
Something powerful is hunting you.	
Valuable	[Eclipse, p.20]
You have value to others.	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 104, Bonus Feats have added 18 CP, Disadvantages have added 10 CP, Duties adds 4 CP, HD 10 deducts 6 CP, HD 20 deducts 16 CP	
Adept (Deception, Gather Information, Martial Arts, Perception)	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Bonus Uses +4 (CATEGORY=Special Ability Rite of Chi)	[Eclipse, p.22]
(+6 CP). Bonus Uses increases the number of times the user may indulge in a times-per-day (or other appropriate period) ability by +4. At GMO, the character may add a relevant attribute modifier to the number of uses instead. Bonus Uses may be purchased repeatedly.	
Elemental Bending	[Eclipse]
Shaping (6 CP), Pulse of the Dragon (6 CP), and Heart of the Dragon II (18 CP), Specialized and Corrupted for Triple Effect (produces effects of up to level three)/strictly limited to a particular element as shown above, requires gestures, requires training (at least one martial art technique in a relevant martial art per level of effect which can be produced). That's 30 CP - in general, a +1 ECL template.	
Finesse / CHA to Hit	[Eclipse]
Immunity / XP Cost 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 8000 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. [Additional Total Granted 3000]	
Innate Enchantment / Expertise (Weapon Mastery) (Spear)	[Eclipse]
You gain a +3 BAB with a particular weapon.	
Innate Enchantment / Skill Mastery/+2 to all Dexterity-Linked Skills	[Eclipse]
+2 Competence bonus to Dexterity Skills.	
Innate Enchantment / Enhanced Attribute (+2 Dexterity)	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Dexterity	
Innate Enchantment / Enhanced Attribute (+2 Charisma)	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Charisma	
Innate Enchantment / Force Armor I	[Eclipse]
[At Will] As Armor Spell, grants +4 Armor AC.	
Innate Enchantment / Force Shield I	[Eclipse]
[At Will] As Shield Spell, grants +4 Shield AC.	
Mana / Mana (4x)	[Eclipse, p.36]
Grants 4d6 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.	
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.	
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.	

Martial Arts	
Wind Dance (Dex)	[Eclipse, p.83]
Balanced and graceful, practitioners of the mystical Wind Dance gain a balanced style with strong reflexive techniques. Masters can even summon the power of the gales of the northern wastes to strike at their enemies.	
[Requires] Improved Unarmed Strike or equivalent point buy	
[Basic Techniques] Defenses 4, Strike 1, Power 1, and Synergy (Tumble)	
[Advanced Techniques] Mind Like Moon, Instant Stand, Master Technique Whirlwind Strike, and Master Technique Deflect Arrows	
[Occult Techniques] Inner Strength, Healing Hand, Vanishing, and Light Foot	
The Plague Winds school teaches Serpent Strike (Con) and Touch Strike instead of Healing Hand and Lightfoot.,	
Known Basic Techniques, Defenses 1, Defenses 2, Defenses 3, Defenses 4, Known Advanced Techniques, Mind Like Moon, Instant Stand	
Martial Arts Basic / Defenses (4x)	[Eclipse, p.81]
Gain additional +1 each time taken [currently +4] bonus to AC when you are unarmored or lightly armored.	
Martial Arts Advanced / Instant Stand	[Eclipse, p.81]
You may stand up as a Free Action if unarmored or in light armor.	
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.	

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, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike	

## TEMPLATES

04 - Bion

03 - World Law ~ Feat Progression 1 - Gain Bonus Feat every Even Level

01 - World Law ~ Self Development Half Cost

+4 Divine Bonus to Dexterity

Bion

RACE	Human
AGE	28
GENDER	Male
VISION	Neutral Good
ALIGNMENT	Right
DOMINANT HAND	5' 10"
HEIGHT	216 lbs.
WEIGHT	Blue
EYE COLOUR	
SKIN COLOUR	Blond,
HAIR / HAIR STYLE	
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	None
REGION	None
DEITY	



Description:  
Biography: