

Marak Tarai

Character Name

d6E 4, Sorcerer (Theurgy)

CLASS

4 (4)

6000 / 10000

Character Level (CR)

EXP / NEXT LEVEL

Jono

Player Name

Human (Elemental) / Humanoid

RACE

20

Male

AGE

GENDER

Deity

Medium / 5 ft.

SIZE / FACE

Dark Black

EYES

Elemental

Region

5' 8" / 140 lbs.

HEIGHT / WEIGHT

Dark Brown

HAIR

Lawful Neutral

Alignment

Normal

VISION



ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	11		+0		
DEX Dexterity	14		+2		
CON Constitution	10		+0		
INT Intelligence	12		+1		
WIS Wisdom	10		+0		
CHA Charisma	18		+4		

HP				WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED																																															
hit points				21												Walk 30 ft.																																															
AC				armor class				TOTAL				FLAT				TOUCH																																															
16				14				12				10				4				0				2				0				0				0				0				0				0				0				0				0			
INITIATIVE				modifier				TOTAL				DEX MODIFIER				MISC MODIFIER				MISS CHANCE				Arcane Spell Failure				ARMOR CHECK PENALTY				SPELL RESIST																															
+2				+2				+0				0				+0				0				0				0				0				0				0				0				0															

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+1	+1	+0	+0	+0	+0		
REFLEX (dexterity)	+2	+0	+2	+0	+0	+0		
WILL (wisdom)	+4	+4	+0	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+4	+0	+0	+0	+4	+0	
RANGED attack bonus	+6	+0	+2	+0	+4	+0	
GRAPPLE attack bonus	+4	+0	+0	+0	+4	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+4	1d3	20/x2	5 ft.

Touch Attack (Ray)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
Ray	+2	As Spell	20 /x2	0>

*Masterwork Club				HAND	TYPE	SIZE	CRITICAL	REACH
				Primary	B	M	20/x2	5 ft.
	To Hit	Dam		To Hit				Dam
1H-P	+5	1d6	2W-P-(OH)	-1				1d6
1H-O	+1	1d6	2W-P-(OL)	+1				1d6
2H	+5	1d6	2W-OH	-5				1d6
	10 ft.	20 ft.	30 ft.	40 ft.				50 ft.
TH	+7	+5	+3	+1				-1
Dam	1d6	1d6	1d6	1d6				1d6

Dagger				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit				Dam
1H-P	+4	1d4	2W-P-(OH)	-2				1d4
1H-O	+0	1d4	2W-P-(OL)	+0				1d4
2H	+4	1d4	2W-OH	-4				1d4
	10 ft.	20 ft.	30 ft.	40 ft.				50 ft.
TH	+6	+4	+2	+0				-2
Dam	1d4	1d4	1d4	1d4				1d4

Masterwork Dagger				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit				Dam
1H-P	+5	1d4	2W-P-(OH)	-1				1d4
1H-O	+1	1d4	2W-P-(OL)	+1				1d4
2H	+5	1d4	2W-OH	-3				1d4
	10 ft.	20 ft.	30 ft.	40 ft.				50 ft.
TH	+7	+5	+3	+1				-1
Dam	1d4	1d4	1d4	1d4				1d4

*: 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
*Shimmer Mail		+4	+0	0	

This mail is as light as normal clothing. It has no armor check penalty, max Dex bonus, or arcane failure, but has a +4 armor bonus.

TOTAL SKILLPOINTS: 61		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS: 7/3.5	RANKS	MISC MODIFIER
✓	Appraise	INT	1	=	1				
✓	Balance	DEX	2	=	2				
✓	Bluff	CHA	4	=	4				
✓	Climb	STR	0	=	0				
✓	Concentration	CON	0	=	0				
✓	Craft (Untrained)	INT	1	=	1				
✓	Diplomacy	CHA	15	=	4 + 7 + 4				
✓	Disguise	CHA	4	=	4				
✓	Escape Artist	DEX	2	=	2				
✓	Forgery	INT	1	=	1				
✓	Gather Information	CHA	4	=	4				
✓	Heal	WIS	0	=	0				
✓	Hide	DEX	2	=	2				
✓	Intimidate	CHA	4	=	4				
✓	Jump	STR	0	=	0				
	Knowledge (Arcana)	INT	7	=	1 + 6				
	Knowledge (Geography)	INT	2	=	1 + 1				
	Knowledge (Nature)	INT	2	=	1 + 1				
	Knowledge (The Planes)	INT	2	=	1 + 1				
✓	Listen	WIS	0	=	0				
✓	Move Silently	DEX	2	=	2				
✓	Ride	DEX	4	=	2 + 2				
✓	Search	INT	1	=	1				
✓	Sense Motive	WIS	14	=	0 + 7 + 7				
	Speak Language(Varalung - High, Baassinn, Havril, Ikunn, Illerian)		6	=	0 + 3 + 3				
	Spellcraft	INT	9	=	1 + 6 + 2				
✓	Spot	WIS	0	=	0				
✓	Survival	WIS	0	=	0				
✓	Swim	STR	0	=	0				
	Theurgical Noun (Air)		14	=	0 + 7 + 7				
	Theurgical Noun (Earth)		14	=	0 + 7 + 7				
	Theurgical Noun (Spirit)		12	=	0 + 7 + 5				
	Theurgical Noun (Water)		12	=	0 + 7 + 5				
	Theurgical Verb (Control)		12	=	0 + 7 + 5				
	Theurgical Verb (Creation)		12	=	0 + 7 + 5				
	Theurgical Verb (Transformation)		12	=	0 + 7 + 5				
	Theurgical Verb (Understanding)		12	=	0 + 7 + 5				
✓	Use Rope	DEX	2	=	2				
				=	+	+			
				=	+	+			

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

Conditional Modifiers:
+3 Specialty to Knowledge Planes +3 specialty in Vorinax

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Masterwork Club	Equipped	1	3	300
Bracers of Hurling	Equipped	1	0	0
These permit the user to throw small items with the speed, and effective range, of a light crossbow.				
Loaded Brush (Charm)	Equipped	1	0	0
These brushes are always loaded with just the right amount of ink, glue, or paint, for the user to work with and never dry out.				
Local Guidebook	Equipped	1	0	0
This small book mystically provides "tourist information" about wherever you are at the moment, including simple sketch-maps of large cities, good spots to eat and drink, and any random information the game master wants to give out.				
Mage Tether	Equipped	1	0	0
This charm lets the user call for the animal whose hair was used to make it. If it's within two miles it will come as quickly as it reasonably can. As a side effect the user gets a +2 bonus on ride and handle animal rolls involving the animal in question.				
Mandarin's Pin	Equipped	1	0	0
This modest pin keeps the wearer and his clothing clean, neat, and well-mended.				
Shimmer Mail	Equipped	1	0	0
This mail is as light as normal clothing. It has no armor check penalty, max Dex bonus, or arcane failure, but has a +4 armor bonus.				
Traveler's Pin	Equipped	1	0	0
This simple clasp grants the user a basic understanding of the language and the customs of a particular group, greatly reducing the chance of accidentally offending people.				
Dagger	Carried	6	1 (6)	2 (12)
Masterwork Dagger	Carried	2	1 (2)	302 (604)
Bullet, Sling	Carried	6	0.5 (3)	0 (0.1)
TOTAL WEIGHT CARRIED/VALUE		14 lbs. / 916.1 gp		

WEIGHT ALLOWANCE			
Light	38	Medium	76
Lift over head	115	Lift off ground	230
		Heavy	115
		Push / Drag	575

LANGUAGES
Baassinn, Common, Draconic, Havril, Ikunn, Illerian, Varalung - High

Special Attacks
Warcraft +0 BAB
[Eclipse, p.10]

Special Qualities	
Charms and Talismans	[TPE]
You own 5 charms & 2 talismans	
Elemental Birthright Traits	[Eclipsell]
Natives of HuSung gain an innate knack with elemental magic, using the Theurgy system. Since the power for their spells comes from Improved Occult Talent and Inherent Spell, their inherent casting level is equal to their base level. Those who opt to develop their abilities can become fairly formidable. In general, natives of HuSung will have two primary elements (Adept, +3 bonus), two secondary elements (Adept, +1 Bonus)- and one they're weak in (+1 Bonus only).	
Skill Bonuses: +1 each in Creation, Control, Destruction, Healing, Transformation, and Understanding. Specialized: only for use with the Fire, Air, Earth, Water, and Spirit nouns (3 CP).	
Adept: Choice of four from among Fire, Air, Earth, Water, and Spirit (6 CP).	
Skill Bonuses: +1 in each of three elements, +3 in each of the two remaining elements (these must be among those chosen as Adept skills) (4 CP). As part of a template, these bonuses do not count against the normal skill limits.	
Improved Occult Talent: 5x L0 and 3xL1 spell slots. Specialized: no inherent spells, only usable for theurgy, Corrupted, Elemental Magic only (4 CP).	
Inherent Spell: 2x L2 spell slots per day. Specialized: only to power Theurgy. Corrupted: Elemental Magic only (2 CP).	
Immunity / Elemental Damage Very Common/Major/Trivial (5 points of damage), (5 CP).	
Fast Learner(May be specialized, 6 CP).	
Humanoid Traits	[RSRD, TypesSubtypesAbilities.rtf]
Humanoids eat/sleep/breathe	
Wealth Level / 05 Affluent	[TPE, p.187]
You're a midlevel noble, colonial governor, run a sizable business, guild, or great estate, are backed by a king, have rifled some notable treasure hordes, have backing from a extraplanar entity, or are a supported member of a major court. A manor, several houses, mystical tower, splendid apartments, or fine mansion is probably in order.	
Wealth Level Perk / Armor, Shields, and Weapons	[TPE, p.187]
Are all treated as being "masterwork." The character can readily afford to buy specialized equipment from high-quality crafters.	
Wealth Level Perk / Legal Privileges	[TPE, p.187]
Characters at this level enjoy a good deal of leeway about things like the use of deadly force against an "attacker," carrying armor, shields, and weapons, or riding in the city streets, and will virtually always get the benefit of the doubt unless the other side is even richer. It's also almost impossible to drive you insane; you're usually limited to eccentric.	
Wealth Level Perk / Magical Items	[TPE, p.187]
Five charms and two talismans.	
Wealth Level Perk / Mounts, Pets, and Familiars	[TPE, p.187]
You can afford exotic pets, like fine hawks and rare imported animals. Trained warbeasts, chargers, and packtrains are at your disposal.	
Wealth Level Perk / Retainers	[TPE, p.187]
You may have a couple of competent and loyal guards and assistants, possibly connections with an eccentric hedge wizard or minor priest (these are often related to you, and prone to sending you on odd missions or having weird visions), and quite a few employees and general gofers.	
Wealth Level Perk / Skill Bonuses	[TPE, p.187]
Characters who level at this wealth level gain an extra skill point each time.	
Weapon Proficiency (All Simple Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple weapons.	

Recurring Bonuses	
Duties (TBD)	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+8 total CP].	
Fast Learner (Focused on Skills / L-2)	[Eclipse, p.17]
+2 CP towards Skills per level. [+14 total Skill Points Granted].	

DISADVANTAGES	
Blocked (Theurgy: Plant)	[Eclipse, p.18]
You are blocked from a power or ability.	
Hallucinations, Flashbacks, and Visions (Vorinax implants on his chest...possible he connects to the hive mind of the Vorinax)	[Eclipse, p.19]
You have visions or flashbacks.	
Obligations (Must trade with HuSung traders where possible to funnel profit and influence back to family)	[Eclipse, p.19]
You have the listed obligations.	

Spell Caster Information	
Sorcerer	[Eclipse, p.11]
Sorcerer Level 4, Casterlevel is 4	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 156, Bonus Feats have added 18 CP, Disadvantages have added 10 CP, Duties adds 8 CP, HD 6 deducts 8 CP	
Adept (Theurgical Verb (Control), Theurgical Verb (Transformation), Theurgical Verb (Understanding), Theurgical Verb (Creation))	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Adept (Theurgical Noun (Air), Theurgical Noun (Earth), Theurgical Noun (Spirit), Theurgical Noun (Water))	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Augmented Bonus (CHA to Theurgy Skills)	[Eclipse, p.25]
(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.	
Augmented Bonus / Add Cha Base to Theurgy Skills	[Eclipse, p.25]
Adds CHA bonus to Theurgy Skills.	
Leadership	[Eclipse, p.35]
(6 CP). You have relatively obedient followers who are willing to follow your orders. By default they're of your general type, but with +3 CP and the Game Master's permission you may command an exotic race, undead, elementals, demons or other outsiders appropriate to your nature, or even (for another +3 CP) animated objects or other constructs. In any case, you gain followers with a total ECL of (2 x [your level + your Cha Mod]). While none of them can have an ECL greater than (your character level - 3) or less than 1, you may otherwise allocate levels, and describe their personality traits and areas of expertise, as desired. Their equipment is up to the GM, but is usually typical for NPCs. Their levels may be increased, or additional followers may be added, as you go up in level; the Game Master should make adjustments. While followers are not slavishly loyal unless the character truly deserves such loyalty, they are reliable within reason. Lost followers can be replaced as long as the character is making a reasonable effort to do so and isn't abusing his or her followers; this will usually require 2d6 months.	
Leadership (Humans)	[Eclipse, p.35]
(6 CP). You have relatively obedient human followers who are willing to follow your orders. In any case, you gain followers with a total ECL of (2 x [your level + your Cha Mod]) [Currently 16]. While none of them can have an ECL greater than (your character level - 3) or less than 1, you may otherwise allocate levels, and describe their personality traits and areas of expertise, as desired. Their equipment is up to the GM, but is usually typical for NPCs. Their levels may be increased, or additional followers may be added, as you go up in level; the Game Master should make adjustments. While followers are not slavishly loyal unless the character truly deserves such loyalty, they are reliable within reason. Lost followers can be replaced as long as the character is making a reasonable effort to do so and isn't abusing his or her followers; this will usually require 2d6 months.	
Leadership / Exotic Races	[Eclipse, p.35]
(+3 CP). You may command an exotic race, undead, elementals, demons or other outsiders appropriate to your nature	
Leadership / Born Leader	[Eclipse, p.36]
(+6 CP) increases the total number of levels of followers available to [3x (your level + Cha Mod)]	

PROFICIENCIES
Boulder, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortspear, Sickle, Sling, Spear, Spells (Ray), Unarmed Strike

TEMPLATES
Atheria Campaign
Elemental Birthright

Marak Tarai

Human (Elemental)

RACE

20

AGE

Vision Test: Normal

Male

GENDER

VISION

Lawful Neutral

ALIGNMENT

Right

DOMINANT HAND

5' 8"

HEIGHT

140 lbs.

WEIGHT

Dark Black

EYE COLOUR

SKIN COLOUR

Dark Brown,

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Elemental

REGION

DEITY

Humanoid

Race Type

Human

Race Sub Type

Any

Favored Class

EXP Factor: 80%; EXP Penalty: 20%

Normal



Description:

Str: 11 Dex: 14 Con: 10 Int: 12 Wis: 10 Cha: 18

16 | BAB:4 with Corrupted/no iterative attacks 16 CP

08 | HD: 4*D6 8CP

18 | Saving Throws: +4 Will, +1 Fort, Ref 18 CP

03 | Prof: All simple weapons, no armour 3 CP

32 | Caster level: 4*8 Sorcerer Theurgy aspected 32 CP

06 | Adept(Creation, Destruction, Transformation, Understanding) 6 CP

06 | Affluent 6 CP

06 | Leadership (Humans) - 6 CP

15 | Leadership(Vorinax) - 6 +3 Vorinax + 6 Born Leader (3*(Cha + Level)) (15 CP)

06 | Augmented Bonus: Cha for Theurgy 6CP

16 | 4 Ranks in Air, Earth, Spirit, Water, Creation, Destruction, Transformation, Understanding 16 CP

14 | 7 Ranks in Diplomacy and Sense motive 14 CP

04 | 4 Ranks in Knowledge (Arcana) Specialised Theurgy (4 CP)

** | Int SP - 4 Ranks in Spellcraft specialised Theurgy.

Marak Tarai, 5ft8, 140 lbs, dark black hair, dark brown eyes, AL: LN? Not sure on alignment really

16+8+18+3+32+6+6+6+15+6+16+14+4=150 of 150

Biography: