

NAME _____

PLAYERNAME

DEITY

ALIGNMENT

Human	Medium	6' 0"	150 lbs.
RACE	SIZE	HEIGHT	WEIGHT
25	Male	Green	Blond, Short
AGE	GENDER	EYES	HAIR

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Faerie Garb	Light	+4	+8	+0	0

Character: Vincent Green
Player: Conor Rhone
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EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Claw	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	
Faerie Garb	Equipped	1	0.5	1.0	
TOTAL WEIGHT CARRIED/VALUE			0.5 lbs.	1.0 gp	

WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

Special Attacks	
Any Weapon Rod	[Drew]
Becomes non-complex weapon as a free action.	
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.	
Warcraft	[Eclipse, p.10]
+4 BAB	

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

Recurring Bonuses	
Duties (Chosen Ones)	[Eclipse, p.17]
You have duties. Grants 2 CP per level.	
Fast Learner/ Specialized for increased effect (Skills)	[Eclipse, p.17]
+2 CP a level towards selected item.	

DISADVANTAGES	
Compulsive (Enjoys toying with Time)	[Eclipse, p.18]
You have the listed compulsions.	
Hunted (Tabarath Cult)	[Eclipse, p.19]
Something powerful is hunting you.	
Showman	[Eclipse, p.20]
You go slower as you broadcast your actions.	

Eclipse Abilities	
Ability Focus / Group of Abilities (Time Magic)	[Eclipse, p.23]
Ability Focus for selected group of abilities.	
Adept (Rune Casting (Time), Rune Casting (Force), Rune Mastery (Force), Rune Mastery (Time))	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Berserker	[Eclipse, p.25]
Gains a Total of +8 in temp bonuses. Normally +4 to two attributes, +2 to a saving throw or AC, and -2 to something else.	
Berserker / Odinpower	[Eclipse, p.26]
Total Increases to +13. Normally increasing the bonuses to +6, +6 and +3 respectively.	
Berserker / Enduring	[Eclipse, p.26]
Removes the fatigue after the berserker session.	
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.	
Companion / Might (Positive Levels)	[Eclipse, p.27]
(+6 CP) Companion gets +2 Positive Levels (p.86)	
Companion / Transference	[Eclipse, p.27]
Transfer 2 CP per 1 CP you donate.	
+4 racial bonus on saves against sleep and paralysis	[DS, web]
Eldritch	[Eclipse, p.31]
Exotic forces power your magic rather than relying on the usual sources. In other words, your magic may have strange special effects for free. This has no direct game effect, but gives you more style.	
Familiar	[Eclipse, p.27]
You have a familiar companion	
Mana (24x)	[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.	
Mana / Mana (4x)	[Eclipse, p.36]
Grants 4d6 Mana	
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.	
Mental Link	[Drew, Custom]
You are automatically in Mental Contact with your companions	
Mystic Link (Corrupted and Specialized // Familiar Only)	[Eclipse, p.38]
A character with Mystic Link has an occult bond with someone or something. He or she may sense the target or the direction it lies in.	
Overwhelm	[Eclipse, p.54]
(6 CP). A character with this may choose to use Overwhelm Attacks. These function exactly as normal attacks but can drive opponents back 5 feet. Enemies resist as per Bull Rush. Note that this renders any subsequent attacks without a ranged weapon useless that round if it succeeds. Reach allows for subsequent attacks as well.	
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.	
Skill Emphasis (Rune Casting (Force), Rune Casting (Time), Rune Mastery (Force), Rune Mastery (Time))	[Eclipse, p.44]
This grants a +2 bonus on any single skill.	
Skill Focus +3 (Rune Casting (Force), Rune Casting (Time), Rune Mastery (Force), Rune Mastery (Time))	[Eclipse, p.44]
+3 bonus to any single skill. Skill Focus stacks with Skill Emphasis.	
Skill Focus / Mastery (Rune Casting (Force), Rune Casting (Time), Rune Mastery (Force), Rune Mastery (Time))	[Eclipse, p.44]
+1 to existing choices	
Skill Focus / Mastery, Improved (Rune Casting (Force), Rune Casting (Time), Rune Mastery (Force), Rune Mastery (Time))	[Eclipse, p.44]
additional +1 to existing choices	
Spirit Weapon / Ranged (Longbow)	[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

Spirit Weapon / Exotic Appearance [Eclipse, p.55]
 (+3 CP) upgrades the Spirit Weapon to look like almost anything the user desires, such as "Bolts of Black Lighting" rather than a short bow.

Feats

Feat Conversion to CP ~ 6 (2x) [Eclipse, p.9]
 Covert regular feat to six Character Points

PROFICIENCIES

Axe (Throwing), Battleaxe, Chakram, Claw, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Giant Rock, 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, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Sword Staff, Trident, Unarmed, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES

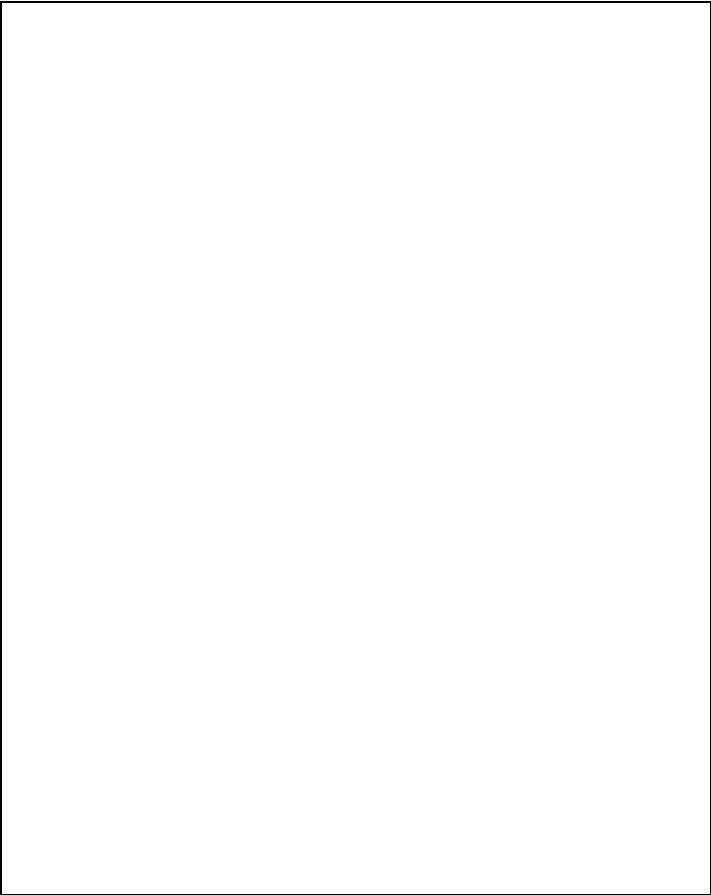
Celestial, Common, Draconic, Sylvan, Tradetongue

TEMPLATES

Familiar: Blink (Companion (Weasel))

HP:	29	AC:	20	INIT:	+2
FORT:	+4	REF:	+8	WILL:	+7
*Bite (Natural/Primary)	+2	DAM:	1d3-4	CRIT:	20/x2
Special:					

Vincent Green



Human
RACE
25
AGE
Male
GENDER
Darkvision (60 ft.), Low-light
VISION
Neutral Good
ALIGNMENT
Right
DOMINANT HAND
6' 0"
HEIGHT
150 lbs.
WEIGHT
Green
EYE COLOUR
Tan
SKIN COLOUR
Blond, Short
HAIR
Loss of Control
PHOBIAS
Extrovert, Control Freak
PERSONALITY TRAITS
Time
INTERESTS
Normal, Time is my servant
SPOKEN STYLE
Hilsfar
RESIDENCE
Adventuring
LOCATION
None
REGION

Description:
Biography:
Rite of Chi w/ Bonus Uses +4

Notes:

Character Sheet Notes: