

Gregor Veeshi

Character Name

d6E 3

CLASS

3 (3)

3000 / 6000

Character Level (CR)

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	14		+2		
DEX Dexterity	14		+2		
CON Constitution	18		+4		
INT Intelligence	14		+2		
WIS Wisdom	12		+1		
CHA Charisma	16		+3		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+7	= +3	+4	+0	+0	+0		
REFLEX (dexterity)	+5	= +3	+2	+0	+0	+0		
WILL (wisdom)	+4	= +3	+1	+0	+0	+0		

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

Martial Arts	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+2	1d6+2	20/x2	5 ft.

*Club			HAND	TYPE	SIZE	CRITICAL	REACH
			Primary	B	M	20/x2	5 ft.
	To Hit	Dam	To Hit			Dam	
1H-P	+2	1d6+2	2W-P-(OH)	-4			1d6+2
1H-O	-2	1d6+1	2W-P-(OL)	-2			1d6+2
2H	+2	1d6+3	2W-OH	-8			1d6+1
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.		
TH	+2	+0	-2	-4	-6		
Dam	1d6+2	1d6+2	1d6+2	1d6+2	1d6+2		

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

Quarterstaff			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS			DAMAGE				
+2			1d6+3				

*: 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
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alum666

Player Name

Human / Humanoid

RACE

20

Male

AGE

GENDER

WOUNDS/CURRENT HP

HP

28

hit points

AC

12

armor class

TOTAL

FLAT

10

TOUCH

12

BASE

10

ARMOR BONUS

0

SHIELD BONUS

0

STAT

2

SIZE

0

NATURAL ARMOR

0

REFLECTION

0

DODGE

0

Morale

0

Insight

0

Sacred

0

Profane

0

MISC

0

INITIATIVE

modifier

+2

TOTAL

DEX MODIFIER

+2

MISC MODIFIER

+0

MISS CHANCE

0

Arcane Spell Failure

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

13

None

Deity

Medium / 5 ft.

SIZE / FACE

Pale Blue

EYES

None

Region

5' 7" / 150 lbs.

HEIGHT / WEIGHT

Black

HAIR

None

Alignment

Darkvision (60 ft.)

VISION

TOTAL SKILLPOINTS: 30		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS: 6/3
✓	Acrobatics	DEX	2	=	2				
✓	Appraise	INT	2	=	2				
	Arcana	INT	11	=	2 + 5 + 4				
✓	Athletics	STR	2	=	2				
✓	Craft (Untrained)	INT	2	=	2				
✓	Deception	CHA	8	=	3 + 5				
✓	Deception (Act in character)	CHA	10	=	3 + [5] + 2				
✓	Endurance	CON	4	=	4				
✓	Gather Information	CHA	3	=	3				
✓	Heal	WIS	1	=	1				
✓	Insight	WIS	6	=	1 + 5				
✓	Perception	WIS	1	=	1				
	Perform (Sing)	CHA	8	=	3 + 5				
✓	Persuasion	CHA	10	=	3 + 5 + 2				
✓	Persuasion (Diplomacy)	CHA	12	=	3 + [5] + 4				
✓	Ride	DEX	2	=	2				
✓	Stealth	DEX	2	=	2				
✓	Survival	WIS	1	=	1				
✓	Thievery	DEX	2	=	2				
✓	Thievery (Sleight of Hand)	DEX	4	=	2 + 2				
✓	Use Rope	DEX	2	=	2				
				=	+ +				
				=	+ +				

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Club	Equipped	1	3	0
Dagger	Carried	1	1	2
Quarterstaff	Carried	1	4	0
TOTAL WEIGHT CARRIED/VALUE			8 lbs. / 2 gp	

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

LANGUAGES	
Common, Draconic	

Special Attacks	
Martial Arts (2x) [Damage 1d6]	[Eclipse, p.53]
Warcraft +0 BAB	[Eclipse, p.10]

Special Qualities	
Death and Dying Disabled 0 HP till -4, Dying -5 and Dead -19	[Eclipse]
Human Bonus Feat	[Is This It]
Humanoid Traits Humanoids eat/sleep/breathe	[Is This It, TypesSubtypesAbilities.rtf]
Mental Link with other Chosen Ones Automatic Mental Link with Chosen Ones - This allows direct telepathy to any Chosen One, or multiple Chosen Ones, including images.	[Drew]
Weapon Proficiency (Small Group of Simple Weapons) (Dagger, Club, Quarterstaff) Grants Proficiency with selected weapons.	[Eclipse, p.49]

Recurring Bonuses	
Duties (Chosen Ones) You have duties. Grants 2 CP per level. [+6 total CP].	[Eclipse, p.17]
Fast Learner (Focused on Skills / L-2) +2 CP towards Skills per level. [+12 total Skill Points Granted].	[Eclipse, p.17]

DISADVANTAGES	
Broke You start with less starting money.	[Eclipse, p.18]
Dependent (Addicted to Magic) You require the listed items to function.	[Eclipse, p.18]
Secret (TBD) You have a secret.	[Eclipse, p.19]

Eclipse Abilities	
Character Points Total Character Points Total 136, Bonus Feats have added 24 CP, Disadvantages have added 10 CP, Duties adds 6 CP, HD 6 deducts 6 CP Companions adds 0 CP	[Eclipse]
Cloaking (Appear as dirt) (6 CP). A character with Cloaking has an always-on disguise over his or her mystical and/or psychic aura, although this has no effect on normal senses. You must specify what the effect is. Cloaking is often used to make one look like a honest fellow to fool truth-detection, to alter your apparent alignment, or to disguise yourself as a member of a similar species.	[Eclipse, p.27]
Companion Gain a companion creature of your choice.	[Eclipse, p.27]
Countermagic With Countermagic you may - Counterspell with any spell of the same school of higher level than the target effect. - Use Dispel Magic and Greater Dispel Magic with a +5 bonus on the roll. - Use an unused empty spell slot of level 3+ like a normal Dispel Magic.	[Eclipse, p.28]
Countermagic / Reflexive (+6 CP) allows you to reflexively use any Countermagic technique. This is actually an example of the Reflex Training feat (page 40), but requires the basic Countermagic feat.	[Eclipse, p.28]
Damage Reduction 3/- (Corrupted not to prevent damage from non-magical weapons / natural fire) This applies to all damage sources, including magical and energy-based attacks. Characters commonly specialize it by applying it only towards physical attacks, energy attacks, magical attacks, or another GM-approved specialty. The Corrupted modifier can be added by leaving an additional common "hole" in your defenses. For example, silver weaponry or fire spells would apply to physical reduction or magic defenses, respectively. ! You may take this ability multiple times. Each time, you add another type of damage reduction.	[Eclipse, p.29]
Empowerment (6 CP). You may link your own energies with those of a charged or uses-per-day magic item in your possession up to (3+Int Mod) times per day. The item uses the highest of its or your attribute modifiers and Casting Level. The spell levels, psionic Power, and other components for the effect come from the item or from you as desired. XP costs are always borne by you. You may Specialize in a particular type of device. In this case, waive the times-per-day usage limit. If you apply this variant to Siddhis yoga talents (page 44), the effects you wish to enhance must have a particular theme. You cannot simply apply it to all of your talents.	[Eclipse, p.31]
Grant of Aid 1/day Free Action - Heal 1d8+5 hp 1d3 attribute damage or 1 negative level.	[Eclipse, p.32]
Grant of Aid / Regenerative / Slow Regrowth (+3 CP) allows the slow (1d4 weeks) regrowth of lost limbs and organs.	[Eclipse, p.32]
Legionary ~ Chosen One Gain +1/2/3 bonus to AC, Attacks and Reflex Saves when with 1-2/3-4/5+ others who have this feat.	[Drew, p.53]
Skill Emphasis (Arcana) This grants a +2 bonus on any single skill.	[Eclipse, p.44]
Spell Resistance (6 CP). The character gains Spell Resistance which rises with his or her level, rated at (5 + character level). Spell Resistance = 13	[Eclipse, p.45]
Spell Resistance / Improved (+6 CP) increases the resistance by +5. This may be bought twice.	[Eclipse, p.45]
Unity (6 CP). In worlds where Psychic powers and Magical effects are treated as distinct, non-interacting forces, a character with Unity has found a bridge between Psi and Magic. This character may treat them as aspects of the same thing. This primarily means that his or her psychic powers (or magic) interact with magic (or psychic powers), including dispels or anti-magic or antipsychic fields. It also means that metamagic and metapsionic abilities are interchangeable for him or her.	[Eclipse, p.48]

The Path of the Dragon

Shaping

[Eclipse, p.92]

(6 CP). Shaping is the art of channeling ambient magic into effects. It allows the user to create effects like those produced by Prestidigitation at will. The character may not use cumulative effects or grant noticeable bonuses to anyone but may perform an immense variety of minor tricks for comfort, convenience, and amusement. As shown on the chart, learning Shaping is the first step along the dragon path.

Way of Inner Fire / Dragonfire

[Eclipse, p.93]

(+6 CP, requires Shaping). Dragonfire enables a character to convert spell levels into flame attacks, shields of energy, and the channeling of raw magical power into other beings or items as a Standard Action. Attacks do 1d6 fire damage/spell level sacrificed to a 30' radius area or 2d6/spell level to a single target. Shields cancel a total of 4 points of damage per spell level sacrificed; a character may leave a shield up and do other things, but it lasts only 1 round per spell level. Shields may be used on other characters at ranges of up to 120 feet, provided that the user can see them. Channeling energy into creatures and objects is on a 1-to-1 basis. Characters converting spells for this purpose can only sacrifice one spell, regardless of how many levels it has, per round.

Way of Inner Fire / Breath of the Dragon

[Eclipse, p.93]

(+6 CP, requires Dragonfire). While Dragonfire is normally fire-based, with Breath of the Dragon the character may make it into any energy type he or she knows of other than 'divine' or 'infernal' energy (unless the character happens to actually be a deity). Holy, Unholy, Lawful, and Chaotic energy forms usually require an appropriate alignment.

Way of Inner Fire / Eye of the Dragon

[Eclipse, p.93]

(+6 CP, requires Dragonfire). With Eye of the Dragon, a character may absorb up to (Int score) incoming spell levels each day. He or she may only store a maximum of (2 x Con score) at any one time, however. Spell levels may be expended on other Dragon Path disciplines or, for +12 CP, to power spells as per a Rod of Absorption. Unlike the Rod, a master of the Eye of the Dragon may absorb any spell which would affect him or her, regardless of whether or not it has an area effect. Eye of the Dragon may be taken up to (Wis Mod+2) times and stacks with itself. For +3 CP the user may learn to absorb magic from items. Charged items yield 1 spell level/charge drained. Permanent items yield (Caster Level/2) spell levels but are negated for 24 hours. Spells generally cannot be partially absorbed, but if the Game Master allows this it results in a proportional chance of spell failure. For example, absorbing 2 spell levels from a 7th level spell results in a 2-in-7 chance of failure (in this case use a d8 and reroll 8's).

Way of Inner Fire / Eye of the Dragon / Absorb Items

[Eclipse, p.93]

For +3 CP the user may learn to absorb magic from items. Charged items yield 1 spell level/charge drained. Permanent items yield (Caster Level/2) spell levels but are negated for 24 hours. Spells generally cannot be partially absorbed, but if the Game Master allows this it results in a proportional chance of spell failure. For example, absorbing 2 spell levels from a 7th level spell results in a 2-in-7 chance of failure (in this case use a d8 and reroll 8's).

Way of Inner Fire / Venom of the Dragon

[Eclipse, p.93]

(+6 CP, requires Eye of the Dragon). Venom of the Dragon allows a character to store up to (Int score) levels of actual spells thrown at them, which they may release and use as a Standard Action even if they couldn't normally cast those spells. This only applies to "friendly" incoming spells, cast by an ally for the explicit purpose of absorption. Like Eye of the Dragon, Venom of the Dragon may be taken up to (Wis Mod +2) times and stacks with itself. The absorption limit of the Eye of the Dragon.

Way of the Wings of Fire / Kinetic Master

[Eclipse, p.94]

(+6 CP, requires Shaping). A mainstay of minor telekinetic talents, this allows the user to manipulate objects within 60 feet with an effective Strength of (Int/3). Unfortunately, skills like Sleight of Hand, which require tactile or close-up visual feedback, suffer a -10 penalty when used at range in this fashion.

Way of the Wings of Fire / Will of the Dragon

[Eclipse, p.94]

(+6 CP, requires Kinetic Master). This talent boosts the effective telekinetic Strength of Kinetic Master by +3. It may be taken more than once, but the character's effective telekinetic Strength cannot exceed his or her Intelligence.

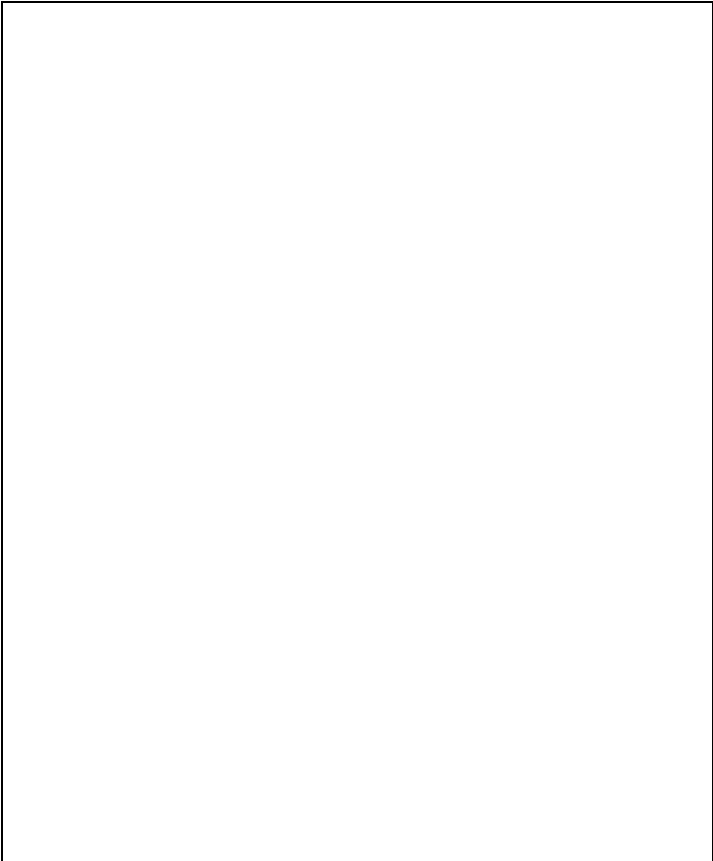
PROFICIENCIES

Club, Dagger, Gauntlet, Grapple, Quarterstaff, Spells (Ray), Unarmed Strike

TEMPLATES

Gregor Veeshi

Human
RACE
20
AGE
Vision Test: Darkvision (60 ft.)
Male
GENDER
Darkvision (60 ft.)
VISION
None
ALIGNMENT
Right
DOMINANT HAND
5' 7"
HEIGHT
150 lbs.
WEIGHT
Pale Blue
EYE COLOUR
SKIN COLOUR
Black,
HAIR / HAIR STYLE
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION
DEITY
Humanoid
Race Type
Race Sub Type
Any
Favored Class
EXP Factor: 100%; EXP Penalty: 0%
Darkvision (60 ft.)



Description:

Biography:

Damage Reduction 3/- [not Specified, Corrupted not to prevent damage from non-magical weapons, natural fire, etc] (3)
- Due to the oddity, this is listed here as displaying it on the front page could lead to confusion.