

Tenlaid

Character Name

d8E 4

CLASS

4 (4)

Character Level (CR)

6000 / 10000

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	10		+0		
DEX Dexterity	19		+4		
CON Constitution	12		+1		
INT Intelligence	14		+2		
WIS Wisdom	12		+1		
CHA Charisma	14		+2		

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILL  
(wisdom)

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

+6

=

+4

+

+1

+

+0

+

+1

+

+0

+

+9

=

+4

+

+4

+

+0

+

+1

+

+0

+

+6

=

+4

+

+1

+

+0

+

+1

+

+0

+

Conditional Modifiers

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE  
attack bonus

RANGED  
attack bonus

GRAPPLE  
attack bonus

+8

=

+4

+

+0

+

+0

+

+4

+

+0

+

+8

=

+4

+

+4

+

+0

+

+0

+

+0

+

+4

=

+4

+

+0

+

+0

+

+0

+

+0

+

*Rapier +1		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	P	M	18-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+10	1d6+1	2W-P-(OH)	+4	1d6+1	
1H-O	+6	1d6+1	2W-P-(OL)	+6	1d6+1	
2H	+10	1d6+1	2W-OH	+0	1d6+1	

*Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Not Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+8	1d4	2W-P-(OH)	+2	1d4	
1H-O	+4	1d4	2W-P-(OL)	+4	1d4	
2H	+8	1d4	2W-OH	+0	1d4	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+8	+6	+4	+2	+0	
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
*Ring of Protection +2		+2		+0	0

Faye

Player Name

Human / Humanoid

RACE

23

Female

GENDER

AGE

HP  
hit points

30

WOUNDS/CURRENT HP

AC  
armor class

20

FLAT

16

TOUCH

16

BASE

10

ARMOR BONUS

4

SHIELD BONUS

0

STAT

4

SIZE

0

NATURAL ARMOR

0

REFLEC-TION

2

DODGE

0

Morale

0

Insight

0

Sacred

0

Profane

0

MISC

0

INITIATIVE  
modifier

+4

TOTAL

+4

DEX MODIFIER

+0

MISC MODIFIER

+0

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED  
Walk 30 ft.

TOTAL SKILLPOINTS: 42		SKILLS		MAX RANKS: 7/3.5				
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
✓	Acrobatics	DEX	13	=	4	+	7 + 2	
✓	Appraise	INT	4	=	2		+ 2	
✓	Athletics	STR	9	=	0	+	7 + 2	
✓	Craft (Untrained)	INT	2	=	2			
✓	Deception	CHA	11	=	2	+	7 + 2	
✓	Deception (Act in character)	CHA	13	=	2	+	[7] + 4	
✓	Endurance	CON	3	=	1		+ 2	
✓	Gather Information	CHA	11	=	2	+	7 + 2	
✓	Heal	WIS	3	=	1		+ 2	
✓	Insight	WIS	10	=	1	+	7 + 2	
✓	Martial Arts (Dexterity Based)	DEX	13	=	4	+	7 + 2	
✓	Perception	WIS	10	=	1	+	7 + 2	
✓	Persuasion	CHA	13	=	2	+	7 + 4	
✓	Persuasion (Diplomacy)	CHA	15	=	2	+	[7] + 6	
✓	Ride	DEX	6	=	4		+ 2	
✓	Stealth	DEX	13	=	4	+	7 + 2	
✓	Survival	WIS	3	=	1		+ 2	
✓	Survival (Find or follow tracks)	WIS	5	=	1		+ 4	
✓	Thievery	DEX	13	=	4	+	7 + 2	
✓	Thievery (Sleight of Hand)	DEX	15	=	4	+	[7] + 4	
✓	Use Rope	DEX	6	=	4		+ 2	
					=	+	+	
					=	+	+	
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.								

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
<b>Rapier +1</b>	Equipped	1	2.0	2320.0
Dagger	Equipped	1	1.0	2.0
<b>Ring of Protection +2</b>	Equipped	1	0.0	8000.0
TOTAL WEIGHT CARRIED/VALUE			3 lbs.	10322.0 gp

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

LANGUAGES	
Common, Elven, Sylvan	

Special Attacks	
<b>Augment Attack / Sneak Attack d8 (3x)</b>	[Eclipse, p.50]
Sneak attack +3d8	
<b>Warcraft</b>	[Eclipse, p.10]
+4 BAB	
<b>Warcraft / Weapon Focus (Rapier)</b>	[Eclipse, p.10]
Increase selected weapon to hit by +1	

Special Qualities	
<b>Death and Dying</b>	[Eclipse]
Disabled 0 HP till -1, Dying -2 and Dead -13	
<b>Humanoid Traits</b>	[PHB, TypesSubtypesAbilities.rtf]
Humanoids eat/sleep/breathe	
<b>Weapon Proficiency (All Simple Weapons and One Martial Weapon) (Rapier)</b>	[Eclipse, p.49]
Grants Proficiency with all simple weapons and selected weapons.	

Recurring Bonuses	
<b>Duties (TBD)</b>	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+8 total CP].	
<b>Fast Learner (Focused on Skills / L-2)</b>	[Eclipse, p.17]
+2 CP towards Skills per level. [+14 total Skill Points Granted].	
<b>Upgrade Human Racial Fast Learner</b>	[Eclipse]
Upgrades the Fast Learner Human Racial to Double Points	

DISADVANTAGES	
<b>Broke</b>	[Eclipse, p.18]
You start with less starting money.	
<b>Compulsive (Curious to a fault)</b>	[Eclipse, p.18]
You have the listed compulsions.	
<b>History</b>	[Eclipse, p.19]
You have a written history for the GM.	

Eclipse Abilities	
<b>Character Points Total</b>	[Eclipse]
Character Points Total 156, Bonus Feats have added 18 CP, Disadvantages have added 10 CP, Duties adds 8 CP, HD 8 deducts 16 CP	
<b>Acrobatics</b>	[Eclipse, p.23]
Combine several physical stunts into one roll at the highest DC by any one of the actions.	
<b>Acrobatics / Light Foot</b>	[Eclipse, p.23]
Allows impractical maneuver with normal movement.	
<b>Adept (Acrobatics, Athletics, Deception, Martial Arts ~ Dex Based, Perception, Persuasion, Stealth, Thievery)</b>	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
<b>Finesse / Dex replaces Str for To Hit</b>	[Eclipse, p.32]
(6 CP). A character with Finesse may replace one attribute modifier with another in some fairly common situation, such as for a particular saving throw.	
<b>Fortune / Evasion</b>	[Eclipse, p.53]
On Successful Reflex Save, ignore effect of Reflex Half/Partial.	
<b>Innate Enchantment</b>	[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 5000 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 0]	
<b>Innate Enchantment / Resistance</b>	[Eclipse]
+1 Resistance bonus to Saves.	
<b>Innate Enchantment / Enhanced Attribute (+2 Dexterity)</b>	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Dexterity	
<b>Innate Enchantment / Force Armor I</b>	[Eclipse]
[At Will] As Armor Spell, grants +4 Armor AC.	
<b>Innate Enchantment / Fortune's Favor</b>	[Eclipse]
+2 Luck bonus to skills and checks.	

Feats	
<b>Adept (Acrobatics, Athletics, Deception, Martial Arts ~ Dex Based, Perception, Persuasion, Stealth, Thievery)</b>	[Eclipse]

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

TEMPLATES	
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Tenlaid

Human

RACE

23

AGE

Vision Test: Normal

Female

GENDER

VISION

None

ALIGNMENT

Right

DOMINANT HAND

5' 9"

HEIGHT

120 lbs.

WEIGHT

Black

EYE COLOUR

SKIN COLOUR

Blonde, Long

HAIR / HAIR STYLE

PHOBIAS

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PERSONALITY TRAITS

INTERESTS

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SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

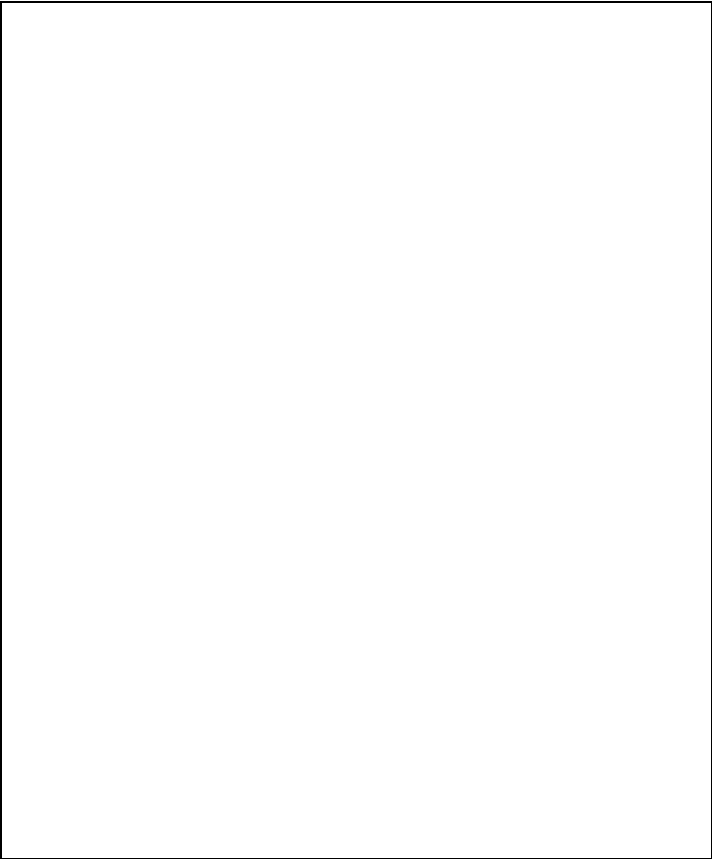
Race Type

Race Sub Type

Favored Class

EXP Factor: 100%; EXP Penalty: 0%

Normal



Description:  
Biography: