

Arkansas Jones

NAME

d20E4 d10E1 d4E1

CLASS

6/7

Character Level/ECL

21000

EXPERIENCE

28000

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	19	+4	19	+4	19	+4
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	19	+4	19	+4	19	+4
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	16	+3	16	+3	16	+3
CHA Charisma	14	+2	14	+2	14	+2

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILL
(wisdom)

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

+4

=

+0

+

+4

+

+0

+

+0

+

+0

+

+2

=

+0

+

+2

+

+0

+

+0

+

+9

=

+6

+

+3

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE
attack bonus

RANGED
attack bonus

GRAPPLE
attack bonus

+9

=

+7

+

+4

+

+0

+

-2

+

+0

+

+7

=

+7

+

+2

+

+0

+

-2

+

+0

+

+9

=

+7

+

+4

+

+0

+

-2

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+9/+9	1d3+4	20/x2	5 ft.

*Keyblade (Arky)				HAND	TYPE	SIZE	CRITICAL	REACH
				Both	S	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit			Dam	
2H	+15/+15	1d10+8	2W-OH	N/A			N/A	
Special Properties								

*Claw		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	S	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+9/+9		1d3+4				
Special Properties						

*: 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
*Faerie Garb +3	Light	+4	+8	+0	0

Max Johnson

PLAYERNAME

DEITY

Illan

Medium

6' 3"

220 lbs.

RACE

SIZE

HEIGHT

WEIGHT

19

Male

Blue

Brown,

AGE

GENDER

EYES

HAIR

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 45 ft.

HP

hit points

99

AC

armor class

21

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

INITIATIVE

modifier

+2

=

+2

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+7/+2

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	9/4.5
✓ Acrobatics	DEX	2	=	2	+	+
✓ Appraise	INT	1	=	1	+	+
✓ Athletics	STR	4	=	4	+	+
Athletics (Jump)	STR	8	=	4	+	1.0 + 3
✓ Craft (Untrained)	INT	1	=	1	+	+
✓ Deception	CHA	2	=	2	+	+
✓ Endurance	CON	4	=	4	+	+
✓ Gather Information	CHA	2	=	2	+	+
✓ Heal	WIS	3	=	3	+	+
✓ Mystic Artist Skill		0	=	0	+	+
✓ Perception	WIS	13	=	3	+	8.0 + 2
✓ Persuasion	CHA	2	=	2	+	+
✓ Psychic (Apport)	INT	9	=	1	+	8.0 +
✓ X Psychic (Empathy)	WIS	3	=	3	+	+
✓ X Psychic (Mental Contact)	CHA	6	=	2	+	2.0 + 2
✓ X Psychic (Precognition)	WIS	3	=	3	+	+
✓ X Psychic (Psychic Sense)	WIS	3	=	3	+	+
✓ X Psychic (Psychic Shield)	WIS	5	=	3	+	+
✓ X Psychic (Psychometry)	WIS	10	=	3	+	7.0 +
✓ Ride	DEX	2	=	2	+	+
✓ Sense Motive	WIS	3	=	3	+	+
✓ Stealth	DEX	8	=	2	+	6.0 +
✓ Survival	WIS	4	=	3	+	1.0 +
Survival (Find or follow tracks)	WIS	6	=	3	+	1.0 + 2
✓ Thievery	DEX	2	=	2	+	+
✓ Use Rope	DEX	2	=	2	+	+
			=	+	+	+
			=	+	+	+

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Faerie Garb +3	Equipped	1	0.5	9151.0	
Keyblade (Arky)	Equipped	1	6.0	5000.0	
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	
Claw	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			6.5 lbs.	14151.0 gp	

WEIGHT ALLOWANCE					
Light	116	Medium	233	Heavy	350
Lift over head	350	Lift off ground	700	Push / Drag	1750

Special Attacks	
Any Weapon Rod	[Is This It]
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.	
Keyblade	[KH]
Atk Penalty -0, Level Penalty -1, MP Loss -4, HP Loss -0	
Warcraft	[Eclipse, p.10]
+7 BAB	

Special Qualities	
Feel the Darkness	[KH]
Determine where heartless are.	
Illan Racial	[Is This It]
+1 skill point per level for psychic abilities	
Weapon Proficiency (All Simple and Martial Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple and martial weapons.	

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

DISADVANTAGES	
Hunted (Tabarath Cult)	[Eclipse, p.19]
Something powerful is hunting you.	
Obligations (Chosen One)	[Eclipse, p.19]
You have the listed obligations.	
Unarmored	[Eclipse, p.20]
You can not wear armor.	

Eclipse Abilities	
Action Hero	[Eclipse, p.23]
Action Hero / Stunt	[Eclipse]
Temporarily enhances your current abilities by a total of +6 CP. Constant-effect abilities work for one minute. Other abilities last one round.	
Create Relic	[Eclipse, p.29]
(6 CP). Each 1 CP permanently invested in such an item grants it 6 CP worth of abilities to bestow on the user.	
+4 racial bonus on saves against sleep and paralysis	[DS, web]
Enthusiast	[Eclipse, p.31]
Gain 1 floating CP to spend anywhere. May change focus in 72 hours.	
Enthusiast / Adaptation	[Eclipse, p.31]
(+3 CP) allows the user to redirect a CP in a mere 1d4+1 hours.	
Enthusiast / Double	[Eclipse, p.31]
(+3 CP) upgrades Enthusiast so that it grants 2 floating CP instead of 1.	
Equipage	[Eclipse, p.31]
Can find 2 GP/Level worth of equipment 1/week.	
Equipage / Link	[Eclipse, p.31]
Can pull the linked item out from nowhere.	
Equipage / Purchasing	[Eclipse, p.31]
Can stuff money into your pockets and pull out gear in exchange.	
Grant of Aid	[Eclipse, p.32]
2/day Free Action - Heal 1d8+5 hp, 1d3 attribute damage or 1 negative level.	
Lunge	[Eclipse, p.53]
Adds +5 feet to your reach	
Mental Link	[Is This It, Custom]
You are automatically in Mental Contact with your companions	
Occult Sense (Treasure Sense)	[Eclipse, p.38]
You have selected senses out to 60'	
Occult Skill ~ Psychic Ability	[Is This It]
You have the potential to acquire psychic feats and skills.	
Occult Skill ~ Psychic Ability ~ Clairsentience	[Is This It]
You have the potential to learn clairsentience skills.	
Occult Skill ~ Psychic Ability ~ Psychoporation	[Is This It]
You have the potential to learn psychoporation skills.	
Occult Skill ~ Psychic Ability ~ Telepathy	[Is This It]
You have the potential to learn telepathy skills.	
Reflex Training (Teleportation grants extra Standard Action (WIS times), Opponent drops after melee attack, grants additional attack)	[Eclipse, p.40]
Gain immediate standard action from listed circumstances	

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), 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	
Common, Draconic, Goblin	

TEMPLATES	
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Arkansas Jones

Illan

RACE

19

AGE

Male

GENDER

Darkvision (60 ft.), Low-light

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

6' 3"

HEIGHT

220 lbs.

WEIGHT

Blue

EYE COLOUR

SKIN COLOUR

Brown,

HAIR

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

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SPOKEN STYLE

RESIDENCE

LOCATION

None

REGION

Description:

Enthusiast / Double Plus Adaptation - All Specialized for Relics

Fast Learner - Specialized for Warcraft (2 CP each Level)

Bonus Uses for Grant of Aid - 6 CP

Biography:

Notes:

Character Sheet Notes: