

Charna

CHARACTER NAME

d10E 3

CLASS

3

Character Level

3000 / 6000

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	18		+4		
DEX Dexterity	16		+3		
CON Constitution	14		+2		
INT Intelligence	12		+1		
WIS Wisdom	14		+2		
CHA Charisma	10		+0		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+6	= +3	+2	+0	+1	+0		
REFLEX (dexterity)	+6	= +2	+3	+0	+1	+0		
WILL (wisdom)	+3	= +0	+2	+0	+1	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+7	= +3	+4	+0	+0	+0	
RANGED attack bonus	+6	= +3	+3	+0	+0	+0	
GRAPPLE attack bonus	+15	= +3	+4	+0	+8	+0	

Martial Arts	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+7	1d10+7	20/x2	5 ft.

Dagger				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit		Dam		
1H-P	+7	1d4+4	2W-P-(OH)	+1		1d4+4		
1H-O	+3	1d4+2	2W-P-(OL)	+3		1d4+4		
2H	+7	1d4+4	2W-OH	-1		1d4+2		
	10 ft.	20 ft.	30 ft.	40 ft.		50 ft.		
TH	+6	+4	+2	+0		-2		
Dam	1d4+4	1d4+4	1d4+4	1d4+4		1d4+4		
Special Properties								

*Masterwork Shortbow				HAND	TYPE	SIZE	CRITICAL	REACH
				Both	P	M	20/x3	5 ft.
	30 ft.	60 ft.	120 ft.	180 ft.		240 ft.		
TH	+7	+7	+5	+3		+1		
Dam	1d6	1d6	1d6	1d6		1d6		
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
*Masterwork Studded Leather	Light	+3	+5	+0	15

Matt Keffer

PLAYER NAME

Elf (Wood)

Medium

RACE

SIZE

137

Female

AGE

GENDER

HP	32	WOUNDS/CURRENT HP		
AC armor class	16	13	13	10
TOTAL		FLAT	TOUCH	BASE
INITIATIVE modifier	+3	= +3	+0	
TOTAL		DEX MODIFIER	MISC MODIFIER	
BASE ATTACK bonus	+3			

None

REGION

Neutral Good

ALIGNMENT

5' 3"

120 lbs.

Low-light

HEIGHT

WEIGHT

VISION

Brown

Red

HAIR

POINTS

SUBDUAL DAMAGE			DAMAGE REDUCTION			SPEED		
			1/-			Walk 40 ft.		
ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	REFLECTION	DODGE	MISC	MISS CHANCE
0	3	0	0	0	0	0	0	15
TOTAL		ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST				

TOTAL SKILLPOINTS: 12		SKILLS		MAX RANKS: 6/3	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MISC MODIFIER
✓ Acrobatics	DEX	7	=	3	+ 4
✓ Appraise	INT	1	=	1	
✓ Athletics	STR	13	=	4	+ 4 + 5
✓ Athletics (Jump)	STR	17	=	4	+ [4] + 9
✓ Craft (Untrained)	INT	1	=	1	
✓ Deception	CHA	0	=	0	
✓ Endurance	CON	2	=	2	
✓ Gather Information	CHA	0	=	0	
✓ Heal	WIS	2	=	2	
✓ Insight	WIS	2	=	2	
Martial Arts (Adamantine Fist)	STR	9	=	4	+ 5
✓ Perception	WIS	5	=	2	+ 3
✓ Persuasion	CHA	0	=	0	
✓ Ride	DEX	3	=	3	
✓ Stealth	DEX	3	=	3	
✓ Survival	WIS	2	=	2	
✓ Thievery	DEX	3	=	3	
✓ Use Rope	DEX	3	=	3	
			=	+	+
			=	+	+
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.					

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Backpack 1 lbs., 3 Potion of Cure Light Wounds, 2 Potion of Magic Fang, 1 Everburning Torch	Equipped	1	2.0	2.0
Dagger	Carried	1	1.0	2.0
Everburning Torch Bright Illumination: 20 ft., Duration: Permanent, Shadowy Illumination: 40 ft.	Backpack	1	1.0	110.0
Masterwork Shortbow 0 lbs.	Equipped	1	2.0	330.0
Masterwork Studded Leather	Equipped	1	20.0	175.0
Potion of Cure Light Wounds □□□	Backpack	3	0.0 (0.0)	50.0 (150.0)
Potion of Magic Fang □□	Backpack	2	0.0 (0.0)	50.0 (100.0)
TOTAL WEIGHT CARRIED/VALUE			26 lbs.869.0 gp	

WEIGHT ALLOWANCE					
Light	100	Medium	200	Heavy	300
Lift over head	300	Lift off ground	600	Push / Drag	1500

LANGUAGES	
Common, Elven, Sylvan	

Special Attacks	
Enhanced Strike / Hammer	[Eclipse, p.51]
allows the attack to deal maximum damage while gaining a +5 bonus to hit.	
Martial Arts (4x)	[Eclipse, p.53]
[Damage 1d10]	
Warcraft	[Eclipse, p.10]
+3 BAB	

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -2, Dying -3 and Dead -15	
Armor Proficiency (Light)	[Eclipse, p.49]
Proficient with Light Armors	
Immunity to magic sleep effects	[PHB, p.16]
+2 racial saving throw bonus against enchantment spells or effects	[PHB, p.16]
Merely passing within 5 feet of a secret or concealed door entitles you to a Search check to notice it as if you were actively looking for it	[PHB, p.16]
Weapon Proficiency (All Simple Weapons and One Martial Weapon) (Spiked Armor)	[Eclipse, p.49]
Grants Proficiency with all simple weapons and selected weapons.	

Recurring Bonuses	
Duties (To Mr. Claude)	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+6 total CP].	

DISADVANTAGES	
Accursed (left eye is a lich eye - a blackened socket with a blue flame within.)	[Eclipse, p.18]
You have an affliction or curse.	
Healing Resistant	[Eclipse, p.19]
You are healing resistant.	
Stigmata	[Eclipse, p.20]
DC 24 Fortitude save at the start of each session; if you fail you take a -1 morale penalty on saving throws.	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 130, Bonus Feats have added 18 CP, Disadvantages have added 10 CP, Duties adds 6 CP, HD 10 deducts 18 CP	
Anime Master	[Eclipse, p.50]
Anime Master allows the user to grapple, overbear, and wield weapons, as if he or she was one size category larger.	
Celerity (Walk)	[Eclipse, p.27]
Add +10' to a movement mode	
Evasive / Uncommon Actions (Grapple)	[Eclipse, p.52]
Evasive characters may take an action (select one) that usually provokes an Attack of Opportunity without being so exposed. You may take this multiple times, selecting a different action each time.	
Innate Enchantment	[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.	
Innate Enchantment / Resistance	[Eclipse]
+1 Resistance bonus to Saves.	
Innate Enchantment / Enhanced Attribute (+2 Strength)	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Strength	
Innate Enchantment / Enhanced Attribute (+2 Constitution)	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Constitution	
Innate Enchantment / Skill Mastery I [Single] (Athletics)	[Eclipse]
+5 to selected skills	
Mana / Mana	[Eclipse, p.36]
Grants 1d6 Mana; Mana can help with spellcasting. Unfortunately, while Mana is extremely flexible, it recovers at a mere one point per day, two with rest and meditation.	
Resilience	[Eclipse, p.36]
You may spend Mana to counteract or buy off attribute drains or damage at a 1 to 1 ratio, level drains at 2 Mana per level drained, and to resist mindaffecting powers at 2/3/4/6 Mana for effects of levels 0- 3/4-6/7-8/9. This is especially popular in Martial Arts based games (see page 80).	
Occult Sense (Deathsight)	[Eclipse, p.38]
You have selected senses out to 60'	
Reflex Training / 3x/day (Free Extra Action / Corrupted Doesn't work in medium/heavy armor)	[Eclipse, p.40]
Gain immediate standard action from listed circumstances 3/day	
Specialist / Grapple	[Eclipse]
(3 CP). Grants a +4 bonus on Grapple checks.	
Trick	[Eclipse, p.55]
You have a Combat Trick you can employ.	
Trick / Stun Attack	[Eclipse, p.55]
Stun Attack forces the victim to make a Ref save or becomes Stunned for 3 rounds. You may either use this 3/day or under specific circumstances. Stun Attack usually uses Dexterity bonus.	

Martial Arts	
Martial Arts Basic / Power (3x)	[Eclipse, p.81]
Increase your unarmed damage by +1 or increase your weapon die type by 1 step, up to a d12 maximum. Weapons that cause multiple dice of damage increase them independently.	
Martial Arts Basic / Power / Increase Damage (3x)	[Eclipse, p.81]
Increase your unarmed damage by +1. [Currently +3]	
Martial Arts Basic / Toughness	[Eclipse, p.81]
You gain DR 1/-. This stacks with itself.	
Martial Arts Advanced / Breaking	[Eclipse, p.81]
When attempting to destroy objects, you may add your Martial Arts skill to the Strength check.	

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

TEMPLATES
