

Liam Archon

NAME
Point3 Buy1 3000
CLASS EXPERIENCE
4/3 6000
Character Level/ECL NEXT LEVEL

Nick Fuller

PLAYERNAME
Human Medium
RACE SIZE
16 Male
AGE GENDER

DEITY
6' 0" 190 lbs.
HEIGHT WEIGHT
Brown Blonde,
EYES HAIR

Neutral Good
ALIGNMENT

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

HP hit points	34													
AC armor class	17	14	15	=	10									
TOTAL		FLAT	TOUCH	=	BASE									
INITIATIVE modifier														
+3		=	+3	+	+0									
TOTAL		DEX MODIFIER			MISC MODIFIER									
BASE ATTACK bonus														
+2														

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+4	+2	+2	+0	+0	+0		
REFLEX (dexterity)	+6	+3	+3	+0	+0	+0		
WILL (wisdom)	+5	+2	+3	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+5	+2	+2	+0	+1	+0	
RANGED attack bonus	+6	+2	+3	+0	+1	+0	
GRAPPLE attack bonus	+5	+2	+2	+0	+1	+0	

Martial Arts	TOTAL ATTACK BONUS +7	DAMAGE 2d10+2	CRITICAL 20/x2	REACH 5 ft.
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Dagger of Red Beard One Eye				HAND	TYPE	SIZE	CRITICAL	REACH		
				Carried	PS	M	19-20/x3	5 ft.		
	To Hit		Dam	To Hit			Dam			
1H-P	+3		1d6+4	2W-P-(OH)			-3	1d6+4		
1H-O	-1		1d6+3	2W-P-(OL)			-1	1d6+4		
2H	+3		1d6+5	2W-OH			-7	1d6+3		
	30 ft.		60 ft.		120 ft.		180 ft.		240 ft.	
TH	+4		+4		+2		+0		-2	
Dam	1d6+4		1d6+4		1d6+4		1d6+4		1d6+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 *Leather	TYPE Light	AC +2	MAXDEX +6	CHECK +0	SPELL FAILURE 10
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SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS RANKS	6/3.5 MISC MODIFIER
✓	Acrobatics	DEX	9	=	3	+ 6.0 +
✓	Appraise	INT	1	=	1	+ +
✓	Athletics	STR	2	=	2	+ +
✓	Craft (Untrained)	INT	1	=	1	+ +
✓	Deception	CHA	1	=	1	+ +
✓	Endurance	CON	2	=	2	+ +
✓	Gather Information	CHA	1	=	1	+ +
✓	Heal	WIS	3	=	3	+ +
✓	Martial Arts		6	=	0	+ 6.0 +
✓	Perception	WIS	9	=	3	+ 6.0 +
✓	Persuasion	CHA	1	=	1	+ +
✓	Ride	DEX	3	=	3	+ +
✓	Sense Motive	WIS	3	=	3	+ +
✓	Spellcraft	INT	4	=	1	+ 3.0 +
✓	Stealth	DEX	9	=	3	+ 6.0 +
✓	Survival	WIS	3	=	3	+ +
	Survival (Find or follow tracks)	WIS	7	=	3	+ 3.0 + 1
✓	Thievery	DEX	3	=	3	+ +
✓	Use Rope	DEX	3	=	3	+ +
				=	+ +	
				=	+ +	

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Dagger of Red Beard One Eye	Carried	1	0.0	0.0
Leather	Equipped	1	15.0	10.0
Wrappings of Unarmed Precision +2	Equipped	1	0.0	0.0
Increase your unarmed attacks by +2 to hit.				
TOTAL WEIGHT CARRIED/VALUE			15 lbs. 10.0 gp	

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

DISADVANTAGES	
History	The player has a few pages of notes for the GM about the character's history, personality, and goals. This should include some mention of friends and family, old enemies or allies, and where the character got his or her training or equipment. The GM should to allow the player several sessions to come up with it all.
Irreverent	You are fundamentally unable to accept the "divinity" of gods. You recognize their might and may even see one as a patron, but worship just isn't part of your nature' they're just really powerful people to you. While gods generally forego directly smiting you, none of them will grant you divine magic and many clerics have a problem with you.
Secret	There is something buried in your past which you must keep hidden. Your dark secret may range from your unpopular ancestry to being a mass murderer, but bad things happen if it is revealed (i.e., you will get two shiny new disadvantages). Characters most commonly get two from: Hunted, Outcast, Poor Reputation, or Valuable, but things like Accursed, Insane, Obligations, or Unluck may fit in some cases.

Spell Caster Levels	
Cleric	Cleric Level 4, Casterlevel is 4

SPECIAL ATTACKS	
Attack ()	You get a +1 bonus on rolls to Attack, Throw, Grapple, and Trip opponents.
Defenses (,)	You gain +1 bonus to AC when you are unarmored or lightly armored.
Martial Arts (, , ,)	A character is considered armed when using unarmed combat so long as he or she places at least 3 CP in this ability. He or she gains a base damage of 1d4 with unarmed attacks. Each +3 CP invested after that increases the damage by one die type (d6/d8/d10/d12), up to a maximum of 1d12 at 15 CP.
Martial Arts ~ Martial Arts Damage Cap (2d10)	
Warcraft	+2 BAB

SPECIAL QUALITIES	
Armor Proficiency (Light)	Proficient with Light Armors
	[eclipse, p.49]
Defender ~ Improved ~ Specialized vs Melee (,)	AC Bonus vs. Melee Attack +2
	[eclipse, p.51]
Duties (+2)	A character with Duties has extensive obligations. These restrict his or her time and freedom of action, as well as draining his or her resources, but also mean getting a lot of practice or extra training. This typically includes Druids, Clerics, and Paladins. Ignoring your duties brings on various penalties. Strangely, this continues until the GM feels you have enough penalties to equal the points you got from Duties.
	[eclipse, p.17]
Save ~ Fortitude (,)	Increases the Fortitude Save by +2
	[eclipse, p.10]
Save ~ Reflex (, ,)	Increases the Reflex Save by +3
	[eclipse, p.10]
Save ~ Will (,)	Increases the Will Save by +2
	[eclipse, p.10]

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

PROFICIENCIES	
Gauntlet, Grapple, Spells(Ray), Unarmed Strike	

LANGUAGES	
Common, Sylvan	

TEMPLATES

Notes:

Character Sheet Notes: