

Harold

NAME
Point3
CLASS
3
Character Level

3000
EXPERIENCE
6000
NEXT LEVEL

Conor Rhone

PLAYERNAME
Human
RACE
15
AGE

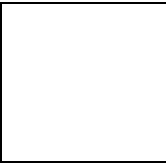
Medium
SIZE
Male
GENDER

DEITY
5' 8"
HEIGHT
Brown
EYES

150 lbs.
WEIGHT
Red, Frazzled
HAIR

Neutral Good
ALIGNMENT

VISION
-1
POINTS



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	12	+1	12	+1	12	+1
INT Intelligence	16	+3	16	+3	16	+3
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	14	+2	14	+2	14	+2

HP
hit points
26

AC
armor class
15

WOUNDS/CURRENT HP
12

FLAT
13

TOUCH
10

BASE
2

ARMOR BONUS
0

SHIELD BONUS
3

STAT
0

SIZE
0

NATURAL ARMOR
0

DEFLEC-TION
0

MISC
0

INITIATIVE
modifier
+7

DEX MODIFIER
+3

MISC MODIFIER
+4

BASE ATTACK
bonus
+3

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE
(constitution)
+3

REFLEX
(dexterity)
+5

WILL
(wisdom)
+1

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE
attack bonus
+3

RANGED
attack bonus
+4

GRAPPLE
attack bonus
+3

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+3/+3	1d3+2	20/x2	5 ft.

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

*Rapier					
HAND	TYPE	SIZE	CRITICAL	REACH	
Primary	P	M	18-20/x2	5 ft.	
	To Hit	Dam	To Hit	Dam	
1H-P	+3/+3	1d6+2	2W-P-(OH)	-3/-3	1d6+2
1H-O	-1/-1	1d6+1	2W-P-(OL)	-1/-1	1d6+2
2H	+3/+3	1d6+2	2W-OH	-7	1d6+1
Special Properties					

Crossbow, Light					
HAND	TYPE	SIZE	CRITICAL	REACH	
Carried	P	M	19-20/x2	5 ft.	
	30 ft.	80 ft.	160 ft.	240 ft.	320 ft.
TH	+4/+4	+4/+4	+2/+2	+0/+0	-2/-2
Dam	1d8	1d8	1d8	1d8	1d8
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
*Leather	Light	+2	+6	+0	10

SPEED
Walk 30 ft.

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	6/3
					RANKS	MISC MODIFIER
✓ Acrobatics	DEX	10	=	3	+ 6.0	+ 1
✓ Appraise	INT	3	=	3	+	+
✓ Athletics	STR	8	=	2	+ 6.0	+
✓ Craft (Untrained)	INT	3	=	3	+	+
✓ Deception	CHA	13	=	2	+ 6.0	+ 5
✓ Endurance	CON	1	=	1	+	+
✓ Gather Information	CHA	2	=	2	+	+
✓ Heal	WIS	1	=	1	+	+
✓ Linguistics	INT	8	=	3	+ 5.0	+
✓ Perception	WIS	7	=	1	+ 6.0	+
✓ Persuasion	CHA	3	=	2	+ 1.0	+
✓ Ride	DEX	4	=	3	+	+ 1
✓ Sense Motive	WIS	7	=	1	+ 6.0	+
✓ Stealth	DEX	15	=	3	+ 6.0	+ 6
✓ Survival	WIS	1	=	1	+	+
Survival (Find or follow tracks)	WIS	3	=	1	+ 1.0	+ 1
✓ Thievery	DEX	4	=	3	+	+ 1
✓ Use Rope	DEX	4	=	3	+	+ 1
			=	+	+	+
			=	+	+	+

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

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Masterwork Dagger	Carried	2	1.0	302.0	
			(2.0)	(604.0)	
Rapier	Equipped	1	2.0	20.0	
Bandoler of 10 daggers	Equipped	1	0.0	0.0	
(Belt)					
Crossbow, Light	Carried	1	4.0	35.0	
0 lbs.					
Dagger	Carried	9	1.0	2.0	
			(9.0)	(18.0)	
Leather	Equipped	1	15.0	10.0	
TOTAL WEIGHT CARRIED/VALUE			32 lbs.	687.0 gp	

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

SPECIAL ATTACKS	
Augment Attack (Sneak Damage d8) (16x)	[Eclipse, p.50]
Sneak attack +4d8	
Warcraft	[Eclipse, p.10]
+3 BAB	

SPECIAL QUALITIES	
Armor Proficiency (Light)	[Eclipse, p.49]
Proficient with Light Armors	
Weapon Prof ~ All Simple Weapons	[Eclipse, p.49]
Grants Proficiency with all simple weapons.	
Weapon Prof ~ Any one Martial Weapon (Rapier)	[Eclipse, p.49]
Grants Proficiency with selected weapons.	

FEATS	
Feat Conversion to CP ~ 6 (4x)	[Eclipse, p.9]
Covert regular feat to six Character Points	

PROFICIENCIES	
Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Halfspear, 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	

LANGUAGES	
Celestial, Common, Draconic, Telepathy	

TEMPLATES	
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Recurring Bonuses

Duties [Eclipse, p.17]

(+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.

Fast Learner [Eclipse, p.17]

(+1) Actually purchased as a feat for 6 CP, this ability grants extra CP as the character rises in level. Specialized versions are available and encouraged. No one may take Fast Learner more than once unless it's been built into a template, race, or class by the Game Master.

Restrictions [Eclipse, p.17]

A character with restrictions has major limitations on the use of some ability or type of equipment. He or she may never (ever!) acquire or use such talents without major penalties. For example, Witch- Hunters never cast spells except to fix the problems caused by other magic on pain of losing most of their abilities. The point bonus is per category which applies. A character only gains the bonus points for restrictions on things that would obviously be useful to him or her. Common restrictions include wearing no armor, using no weapons, using no magic or psionics, or skill-related feats. A good explanation is in order. Why is the character restricted in this way?

DISADVANTAGES

Broke [Eclipse, p.18]

You start with only a third of the usual cash and equipment you would be entitled to by your level. You may have continuing money problems as well if you add Obligations, Compulsive, or a similar flaw.

History [Eclipse, p.19]

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 allow the player several sessions to come up with it all.

Irreverent (Deity) [Eclipse, p.19]

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.

Eclipse Abilities

Augment Bonus ~ Long Practice [Eclipse, web]

may add (Con Mod) to his or her effective (Dex Mod) when using Dex-based skills

Awareness [Eclipse, p.25]

(6 CP). You suffer no defensive penalties when you're surprised. You retain your Dexterity bonus when caught flat-footed or attacked by an invisible assailant and save without penalty against surprises.

Danger Sense () [Eclipse, p.25]

(+1 CP) provides a +1 bonus on AC against trap attacks and on Reflex saves caused by traps. You may purchase this multiple times.

Defensive [Eclipse, p.25]

(+3 CP) permits you to take a defensive action when surprised. You may take a Free Action and activate any abilities used solely to defend yourself (such as Expertise or Dodge), but not those which affect anyone else or affect your combat abilities in other ways.

Bonus Attack [Eclipse, p.51]

Grants an additional attack at highest attack bonus with a -2 penalty for all attacks

Contacts () [Eclipse, p.28]

(1 CP each). Contacts are simply (reasonably) reliable individuals in particular businesses, or with a particular set of skills, which the character knows. For example, a character might know a reliable fence, a poison merchant, a skillful alchemist, and an expert appraiser. Another might know a wise old priest, a good scribe, and a translator of rare languages and inscriptions. A contact can be discarded and replaced (or regained later) in 1d4 weeks.

Immunity to Divination (3rd level) [Eclipse, p.34]

Common, Minor, Minor/effects of up to level three, 4 CP

Replace with Imp Initiative (6x) [Eclipse, p.53]

The character gains +2 to Initiative per 3 CP invested, up to a maximum +8 bonus.

Skill Emphasis (Deception, Stealth) [Eclipse, p.44]

This grants a +2 bonus on any single skill.

Skill Focus +3 (Deception, Stealth) [Eclipse, p.44]

+3 bonus to any single skill. Skill Focus stacks with Skill Emphasis.

Notes:

Character Sheet Notes: