Theodore "Tod" Frost   **Nick**

NAME	PLAYERNAME	DEITY		**Neutral Good**
				ALIGNMENT

d8E6	15000	Human	Medium	5' 11"	147 lbs.	Darkvision (60 ft.), Low-light
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION

6	21000	22	Male	Blue	Platinum Blond, Medium Length	0
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

Ability Scores

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	16	+3	16	+3	16	+3
DEX Dexterity	17	+3	17	+3	17	+3
CON Constitution	16	+3	16	+3	16	+3
INT Intelligence	17	+3	17	+3	17	+3
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	14	+2	14	+2	14	+2

HP hit points: 49

WOUNDS/CURRENT HP | SUBDUAL DAMAGE | DAMAGE REDUCTION

SPEED: Walk 30 ft.

AC armor class:

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
14	11	13 = 10	+0	+0	+3	+0	+1	+0	+0		0	+0	0	

INITIATIVE modifier

TOTAL	DEX MODIFIER	MISC MODIFIER
+3 = +3	+0	

BASE ATTACK bonus: +7/+2

Saving Throws

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+4 =	+1	+3	+0	+0	+0	
REFLEX (dexterity)	+4 =	+1	+3	+0	+0	+0	
WILL (wisdom)	+5 =	+4	+1	+0	+0	+0	

conditional modifiers

Attacks

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+8 =	+7	+3	+0	-2	+0	
RANGED attack bonus	+8 =	+7	+3	+0	-2	+0	
GRAPPLE attack bonus	+8 =	+7	+3	+0	-2	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+8/+8	1d3+3	20/x2	5 ft.

Spirit Weapon - Ranged	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	RANGE
	+10	1d12+3	20/x3	100

***Claw**		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	S	M	20/x2	5 ft.

TOTAL ATTACK BONUS	DAMAGE
+8/+8	1d3+3

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

SKILLS
MAX RANKS 9/4.5

	SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	8	=	3	+ 5.0	+
✓	Appraise	INT	3	=	3	+	+
✓	Athletics	STR	7	=	3	+ 4.0	+
✓	Craft (Untrained)	INT	3	=	3	+	+
✓	Deception	CHA	7	=	2	+ 5.0	+
✓	Endurance	CON	12	=	3	+ 9.0	+
✓	Gather Information	CHA	2	=	2	+	+
✓	Heal	WIS	1	=	1	+	+
✓	Mystic Artist Skill		0	=	0	+	+
✓	Perception	WIS	8	=	1	+ 5.0	+ 2
✓	Persuasion	CHA	6	=	2	+ 4.0	+
✓	Ride	DEX	3	=	3	+	+
	Rune Casting (Bubbles)	INT	19	=	3	+ 9.0	+ 7
	Rune Casting (Heal)	INT	14	=	3	+ 9.0	+ 2
	Rune Mastery (Bubbles)	INT	19	=	3	+ 9.0	+ 7
	Rune Mastery (Heal)	INT	12	=	3	+ 9.0	+
✓	Sense Motive	WIS	5	=	1	+ 4.0	+
✓	Stealth	DEX	3	=	3	+	+
✓	Survival	WIS	1	=	1	+	+
	Survival (Find or follow tracks)	WIS	3	=	1	+ 1.0	+ 1
✓	Thievery	DEX	3	=	3	+	+
✓	Use Rope	DEX	3	=	3	+	+
				=		+	+
				=		+	+

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

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EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Claw	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp

WEIGHT ALLOWANCE

Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

Special Attacks

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.

Warcraft   **[Eclipse, p.10]**
  +7 BAB

Special Qualities

Weapon Proficiency (All Simple and Martial Weapons)   **[Eclipse, p.49]**
  Grants Proficiency with all simple and martial weapons.

Recurring Bonuses

Duties (Chosen Ones)   **[Eclipse, p.17]**
  You have duties. Grants 2 CP per level.

Fast Learner/ Specialized for increased effect (Skills)   **[Eclipse, p.17]**
  +2 CP a level towards selected item.

DISADVANTAGES

Compulsive (Loses Temper easily)   **[Eclipse, p.18]**
  You have the listed compulsions.

Hunted (Tabarath Cult)   **[Eclipse, p.19]**
  Something powerful is hunting you.

Outcast (Outside of Time)   **[Eclipse, p.19]**
  You are outcast.

Eclipse Abilities

Ability Focus / Specific Ability (Bubble Casting)   **[Eclipse, p.23]**
  Ability Focus for selected abilities.

Augmented Magic   **[Eclipse, p.25]**
  (3 CP). This grants a +1 bonus on an aspect (usually Caster Level or damage per die) of a specific type of spell or under particular circumstances. For example, Wizards might take this bonus for Caster Level for their Illusion spells, or combat mages a damage bonus on fire-based spells of any school. Nonspellcasters may take this to augment specific effects, such as the damage from flame-based weapons. ! You may take this ability up to three times on any given power, but may only apply it once per aspect.

Berserker   **[Eclipse, p.25]**
  (6 CP). The Berserker ability grants extreme but short-lived bonuses. The user normally gains +4 to two attributes, +2 to a saving throw or AC, and -2 to another attribute, save, or AC for (3+Con Mod) rounds 1/day. The user gains another berserk session per day per 3 character levels or part thereof. The user becomes fatigued after using Berserker. GM's should note that the character may not generally do anything else but a specified, focused task or similar stunt. For the classic barbarian rage, the character can do little except immediate, physical skills and tasks, mostly meaning combat. Note that the guidelines on where the bonuses should go are not meant as absolute rules; let a character picksomething appropriate. AC, damage bonuses, to-hit bonuses, Caster Level, or even turning might all be acceptable choices depending on the character. The bonuses must simply total +8 (the character may apply a -2 penalty somewhere to add an additional +2).

Berserker / Enduring   **[Eclipse, p.26]**
  (+3 CP) removes the fatigue after the berserker session. This is often combined with Corrupted Bonus Uses (only to extend the duration).

Berserker / Odinpower   **[Eclipse, p.26]**
  (+3 CP) usually increases the bonuses to +6, +6 and +3 respectively. The total increases to +13.

+4 racial bonus on saves against sleep and paralysis   **[DS, web]**

Mana (54x)   **[Eclipse, p.36]**
  Every level of this ability taken grants an extra 1d6 points of personal Mana, 2d4 generic spell levels, or 3d6 Power. Characters without other psychic abilities do not become vulnerable to psychic attack modes if the game's current rules make psychics more vulnerable to each other. Mana can help with spellcasting, while Power often fuels meditative or martial arts abilities aside from psychic powers. Unfortunately, while Mana is extremely flexible, it recovers at a mere one point per day, two with rest and meditation. Power andgeneric spell levels recover each day, as usual. As a general rule, 1 point of Mana equates to 2 spell levels or 4 Psionic Power - or one charge from a magic item. Mana is commonly used to power exotic abilities. Abilities which would normally be uses-perday may be designated as using personal Mana instead at 1 use for 2 Mana. If Mana is required as an extra limitation, such powers usually count as Corrupted. Any character with Mana may select one of the forms of Natural Magic described below at no cost. Adding additional forms costs +6 CP each.

Mana / Mana (9x)   **[Eclipse, p.36]**
  Grants 9d6 Mana

Spell Enhancement   **[Eclipse, p.36]**
  You may spend up to three points of personal Mana to enhance a spell. Each point may be used to reduce the effective level of a spell (for casting purposes only) by 1, to add 1 level's worth of known metamagic to it, or to increase the effective Caster Level by +2.

Reflex Training (Cast Defense Spell and get Standard Action)   **[Eclipse, p.40]**
  Gain immediate standard action from listed circumstances

Rite of Chi   **[Eclipse, p.42]**
  (6 CP). Given a few minutes of rest, one with the knowledge of Chi may regain 4d6 power, 2d6 spell levels (the user allocates where these go), or 1d6 Mana once per day. Characters may use this more often, but incur a cumulative -1 negative level each time (these go away in 24 hours). Characters with Bonus Uses do not suffer this as long as their Bonus Uses hold out.

Skill Emphasis (Rune Casting (Bubbles), Rune Casting (Heal), Rune Mastery (Bubbles))   **[Eclipse, p.44]**
  This grants a +2 bonus on any single skill.

Skill Focus / Mastery (Rune Casting (Bubbles), Rune Mastery (Bubbles))   **[Eclipse, p.44]**
  +1 to existing choices

Skill Focus / Mastery x2 (Rune Casting (Bubbles), Rune Mastery (Bubbles))   **[Eclipse, p.44]**
  additional +1 to existing choices

Skill Focus +3 (Rune Casting (Bubbles), Rune Mastery (Bubbles))   **[Eclipse, p.44]**
  +3 bonus to any single skill. Skill Focus stacks with Skill Emphasis.

Spirit Weapon (Melee) (Longsword)   **[Eclipse, p.55]**
  (6 CP). With Spirit Weapon, the character may manifest a personal-use weapon which does subdual or lethal damage. The character picks either subdual or physical, not both, and the user also chooses slashing, piercing, crushing, a magical energy type, or a non-magical energy for the damage type. Most characters who take this also purchase Imbuement (page 53). The weapon may be any the user is proficient with including unarmed strikes. Unarmed strikes bought with the Spirit Weapon power are considered armed attacks. Spirit Weapon damage may be upgraded as per Martial Arts.

Spirit Weapon (Ranged) (Longbow)   **[Eclipse, p.55]**
  (9 CP). With Spirit Weapon, the character may manifest a personal-use weapon which does subdual or lethal damage. The character picks either subdual or physical, not both, and the user also chooses slashing, piercing, crushing, a magical energy type, or a non-magical energy for the damage type. Most characters who take this also purchase Imbuement (page 53). The weapon may be any the user is proficient with including unarmed strikes. Unarmed strikes bought with the Spirit Weapon

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power are considered armed attacks. Spirit Weapon damage may be upgraded as per Martial Arts., Damage dealt 0d0

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, Elven, Giant, Infernal

TEMPLATES

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Notes:

Character Sheet Notes:

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