

Lashiel

NAME

d8E5

11000

CLASS

EXPERIENCE

5/6

21000

Character Level/ECL

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	14	+2	14	+2	14	+2
DEX Dexterity	17	+3	17	+3	17	+3
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	14	+2	14	+2	14	+2
WIS Wisdom	14	+2	14	+2	14	+2
CHA Charisma	19	+4	19	+4	19	+4

SAVING THROWS

FORTITUDE
(constitution)

+7

=

+5

+

+2

+

+0

+

+0

+

+0

+

REFLEX
(dexterity)

+9

=

+6

+

+3

+

+0

+

+0

+

+0

+

WILL
(wisdom)

+7

=

+5

+

+2

+

+0

+

+0

+

+0

+

conditional modifiers

TOTAL

MELEE
attack bonus

+8

=

+5

+

+2

+

+0

+

+1

+

+0

+

RANGED
attack bonus

+9

=

+5

+

+3

+

+0

+

+1

+

+0

+

GRAPPLE
attack bonus

+8

=

+5

+

+2

+

+0

+

+1

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+8/+8	1d3+2	20/x2	5 ft.

***Claw**

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

S

M

20/x2

5 ft.

TOTAL ATTACK BONUS

+8/+8

DAMAGE

1d3+2

Special Properties

Dagger

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

PS

M

19-20/x2

5 ft.

To Hit

Dam

To Hit

Dam

1H-P

+11/+11

1d4+2

2W-P-(OH)

+5/+5

1d4+2

1H-O

+7/+7

1d4+1

2W-P-(OL)

+7/+7

1d4+2

2H

+11/+11

1d4+2

2W-OH

+3

1d4+1

10 ft.

20 ft.

30 ft.

40 ft.

50 ft.

TH

+12/+12

+10/+10

+8/+8

+6/+6

+4/+4

Dam

1d4+2

1d4+2

1d4+2

1d4+2

1d4+2

Special Properties

***Sword, Short**

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

P

M

19-20/x2

5 ft.

To Hit

Dam

To Hit

Dam

1H-P

+8/+8

1d6+2

2W-P-(OH)

+2/+2

1d6+2

1H-O

+4/+4

1d6+1

2W-P-(OL)

+4/+4

1d6+2

2H

+8/+8

1d6+2

2W-OH

+0

1d6+1

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 A	Light	+2	+8	+0	0

Elizabeth Forbes

PLAYERNAME

DEITY

Human

Medium

5' 4"

130 lbs.

RACE

SIZE

HEIGHT

WEIGHT

19

Male

Green

Black,

AGE

GENDER

EYES

HAIR

WOUNDS/CURRENT HP

HP

42

hit points

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPD

Walk 30 ft.

AC

20

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

INITIATIVE

+3

=

+3

+

+0

modifier

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

+5

bonus

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	8/4
✓ Acrobatics	DEX	11	=	3	+ 8.0	+
✓ Appraise	INT	2	=	2	+	+
✓ Athletics	STR	2	=	2	+	+
✓ Craft (Untrained)	INT	2	=	2	+	+
✓ Deception	CHA	12	=	4	+ 8.0	+
✓ Endurance	CON	2	=	2	+	+
✓ Gather Information	CHA	4	=	4	+	+
✓ Heal	WIS	2	=	2	+	+
✓ Perception	WIS	12	=	2	+ 8.0	+
✓ Persuasion	CHA	4	=	4	+	+
✓ Ride	DEX	3	=	3	+	+
✓ Sense Motive	WIS	2	=	2	+	+
✓ Stealth	DEX	14	=	3	+ 8.0	+
✓ Survival	WIS	2	=	2	+	+
Survival (Find or follow tracks)	WIS	4	=	2	+ 1.0	+
✓ Thievery	DEX	3	=	3	+	+
✓ Use Rope	DEX	3	=	3	+	+
			=	+	+	+
			=	+	+	+

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

Neutral Good

ALIGNMENT

Darkvision (60 ft.),

Low-light

VISION

0

POINTS

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Claw	Equipped	1	0.0	0.0	
Dagger	Carried	1	1.0	2.0	
Faerie Garb A	Equipped	1	0.5	1.0	
Sword, Short	Equipped	1	2.0	10.0	
TOTAL WEIGHT CARRIED/VALUE			3.5 lbs. 13.0 gp		

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

Special Attacks	
Augment Attack (Skirmish Damage d8) (16x)	[Eclipse, p.50]
Skirmish attack +4d8	
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. The damage of this attack is the base creature's normal unarmed combat damage.	
Valor Form (Su)	[KH]
Valor Form is the first Drive that you become able to do. When you Drive into Valor Form, you gain numerous benefits. You gain a +4 bonus to both Strength and Dexterity, as well as a +4 bonus on Jump checks. In addition, if you own more than one keyblade or keychain, you are able to use both of them, gaining the benefit of the Two-Weapon Fighting feat even if you don't meet the prerequisites. If you don't have two keyblades, the Form creates a nonmagical, masterwork copy of the one you do have. When you Drive into Valor Form, you must have at least 30 points in your Drive Gauge. When you Drive into Valor Form, the Drive Gauge is reset to 30 points.	
Warcraft	[Eclipse, p.10]
+5 BAB	

Special Qualities	
Drive	[KH]
Immediately upon completing the Test of Valor, you gain the ability to Drive-- that is, infuse the Faerie Garb with a particular virtue you have to gain extra abilities for a short time. However, with all the bonuses, there is a powerful drawback: Anti Form. Anti Form is a state reached when you abuse the powers that Drives grant to you, and your heart is momentarily seized and consumed by darkness. The amount of time each form lasts depends on what is called a "Drive Gauge", which is a visible yellow meter on the left wristcuff of the Faerie Garb. If one were to pay enough attention, he would find that the Drive Gauge is actually based on a numeric system. When first seen, the amount the gauge shows would be equivalent to 30 points. When you Drive though, you see the gauge begin depleting, by 1 every second (6 per round, lost at the end of each action). Also, every time you attack (make an attack roll), you lose 1 point from the gauge. When the gauge drops to 0, your Drive ends. There are two ways to refill the Drive Gauge - 1. Each time you successfully deal damage to an opponent, the Drive Gauge refills by 1 point. 2. Once an hour the Drive Gauge automatically refills itself by 1 point. The Drive Gauge does not refill while you're in a Drive. Each time you Drive, your Form will reset the Drive Gauge for you to a particular amount. When that amount runs out, your Drive Gauge empties completely, and you revert to your normal form. At the same time your Form resets the Drive Gauge, it restores 3/4 of your maximum hit points. Also, while Driving, you ignore the penalties to your attack rolls and saving throws the Faerie Garb gives you.	
Weapon Proficiency (All Simple Weapons and One Martial Weapon) (Sword (Short))	[Eclipse, p.49]
Grants Proficiency with all simple weapons and selected weapons.	
+7/+2+7/+2	

Feats	
Feat Conversion to CP ~ 6 (5x)	[Eclipse, p.9]
Covert regular feat to six Character Points	

PROFICIENCIES
Chakram, Claw, 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, Scourge, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword (Short), Sword Staff, Unarmed, Unarmed Strike

LANGUAGES
Common, Draconic, Elven, Goblin

TEMPLATES

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/ Specialized for increased effect [Eclipse, p.17] (Increased HD)

(+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.

DISADVANTAGES

Compulsive (Challenges self by stealing) [Eclipse, p.18]

You have some particular mania or "code of conduct" which influences everything you do. Likely compulsions include the classic manias (like Pyro- or Klepto-), an overwhelming love or hatred, greed, dedication to some peculiar goal, truthfulness, extravagant spending, or even virtue. Codes include things like Hippocratic Oaths or Chivalry. Characters that ignore their compulsions take a 20% experience penalty.

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

Hunted (Tabarath Cult) [Eclipse, p.19]

Someone's out to get you. You may be an outlaw, have personal enemies, or have been marked by some mystical entity. The nature of your foes should be decided in consultation with the GM. As a rule, you cannot simply confront your hunters and fight it out with them. They're either numerous, powerful, or secretive.

Eclipse Abilities

Adept (Acrobatics, Deception, Perception, Stealth) [Eclipse, p.24]

(6 CP). Select four related (i.e., get your GM's permission) skills, which you learn for half price. Each rank of a relevant skill now costs only 1/2 CP. Each rank of an irrelevant one now costs only 1 CP. ! You may take this ability twice, affecting two groups of skills, if your Game Master gives you permission. Adept is actually one of the most powerful abilities in the system. It provides a huge skill bonus in exchange for simply deciding on what you're good at. The Game Master should keep a careful eye this. It's most common in Prestige Class conversion.

Augment Bonus / Improved ~ Dex applies to Attack [Eclipse]

Bonus Attack [Eclipse, p.51]

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

Bonus Uses +4 [Eclipse, p.22]

(+6 CP). Bonus Uses increases the number of times the user may indulge in a times-per-day (or other appropriate period) ability by +4. At GMO, the character may add a relevant attribute modifier to the number of uses instead. Bonus Uses may be purchased repeatedly.

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

Fortune (Evasion) [Eclipse, p.53]

The ever-useful Fortune feat gives the character the ability to entirely ignore certain effects on a successful save. If a spell or effect has an entry such as "Fort Partial" or "Ref half," this feat works.

Immunity / L5 Divination Magic [Eclipse]

(6 CP) Immune to L5 Divination Magics. Major, Trivial, Major.

Luck [Eclipse, p.36]

A lucky character may either "Take 20" in advance, without taking extra time and whether or not this would usually be allowed, or reroll after the primary roll once per day. Most characters also get Bonus Uses.

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

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

Notes:

Character Sheet Notes: