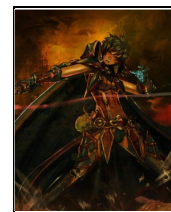


Vincent Green

Conor

Neutral Good

NAME	PLAYERNAME	DEITY	ALIGNMENT
d8E6	15000	Human	Medium
CLASS	EXPERIENCE	RACE	SIZE
6	21000	25	Male
Character Level	NEXT LEVEL	AGE	GENDER
		EYES	HAIR
			POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR	14	+2	14	+2	14	+2	43				Walk 45 ft.
DEX	14	+2	14	+2	14	+2	AC	11	12	10	
CON	15	+2	15	+2	15	+2		TOTAL	FLAT	TOUCH	
INT	17	+3	17	+3	17	+3	INITIATIVE	+2	+2	+0	
WIS	16	+3	16	+3	16	+3		TOTAL	DEX MODIFIER	MISC MODIFIER	
CHA	16	+3	16	+3	16	+3	BASE ATTACK	+4			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE	+5	+3	+2	+0	+0	+0		
REFLEX	+5	+3	+2	+0	+0	+0		
WILL	+9	+6	+3	+0	+0	+0		

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
	+6	+4	+2	+0	+0	+0	
RANGED	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
	+6	+4	+2	+0	+0	+0	
GRAPPLE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
	+6	+4	+2	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+6	1d3+2	20/x2	5 ft.
Spirit Weapon - Ranged	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	RANGE
	+6	1d8+2	20/x3	100

UNARMED		TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
		+6	1d3+2	20/x2	5 ft.

Spirit Weapon - Ranged	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	RANGE
	+6	1d8+2	20/x3	100

Special Properties

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

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	9/4.5	MISC MODIFIER
✓ Acrobatics	DEX	2	= 2	+	+	
✓ Appraise	INT	3	= 3	+	+	
✓ Athletics	STR	2	= 2	+	+	
✓ Athletics (Jump)	STR	6	= 2	+	1.0	+
✓ Craft (Untrained)	INT	3	= 3	+	+	
✓ Deception	CHA	3	= 3	+	+	
✓ Endurance	CON	11	= 2	+	9.0	+
✓ Gather Information	CHA	3	= 3	+	+	
✓ Heal	WIS	3	= 3	+	+	
✓ Knowledge (Arcana)	INT	12	= 3	+	9.0	+
✓ Mystic Artist Skill		0	= 0	+	+	
✓ Perception	WIS	9	= 3	+	4.0	+
✓ Persuasion	CHA	9	= 3	+	6.0	+
✓ Ride	DEX	2	= 2	+	+	
✓ Rune Casting (Force)	INT	19	= 3	+	9.0	+
✓ Rune Casting (Time)	INT	19	= 3	+	9.0	+
✓ Rune Mastery (Force)	INT	19	= 3	+	9.0	+
✓ Rune Mastery (Time)	INT	19	= 3	+	9.0	+
✓ Sense Motive	WIS	3	= 3	+	+	
✓ Spellcraft	INT	14	= 3	+	9.0	+
✓ Stealth	DEX	2	= 2	+	+	
✓ Survival	WIS	3	= 3	+	+	
✓ Thievery	DEX	2	= 2	+	+	
✓ Use Rope	DEX	2	= 2	+	+	
			=	+	+	
			=	+	+	

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Sentient Rod of Any Weapon	Equipped	1	0.0	0.0
Special Backpack of Holding	Equipped	1	0.0	0.0
0 lbs.				
Special Boots	Equipped	1	0.0	0.0
Claw	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp

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

Special Attacks	
Any Weapon Rod	[Is This It]
Becomes non-complex weapon as a free action.	
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]
+4 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 (Enjoys toying with Time)	[Eclipse, p.18]
You have the listed compulsions.	
Hunted (Tabarath Cult)	[Eclipse, p.19]
Something powerful is hunting you.	
Showman	[Eclipse, p.20]
You go slower as you broadcast your actions.	

Eclipse Abilities	
Ability Focus / Group of Abilities (Time Magic)	[Eclipse, p.23]
Ability Focus for selected group of abilities.	
Adept (Rune Casting (Time), Rune Casting (Force), Rune Mastery (Force), Rune Mastery (Time))	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
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 pick something 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 / Odinpowers	[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]
Eldritch	[Eclipse, p.31]
Exotic forces power your magic rather than relying on the usual sources. In other words, your magic may have strange special effects for free. This has no direct game effect, but gives you more style.	
Mana (24x)	[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 and generic 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 (4x)	[Eclipse, p.36]
Grants 4d6 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.	
Overwhelm	[Eclipse, p.54]
(6 CP). A character with this may choose to use Overwhelm Attacks. These function exactly as normal attacks but can drive opponents back 5 feet. Enemies resist as per Bull Rush. Note that this renders any subsequent attacks without a ranged weapon useless that round if it succeeds. Reach allows for subsequent attacks as well.	
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 (Force), Rune Casting (Time), Rune Mastery (Force), Rune Mastery (Time))	[Eclipse, p.44]
This grants a +2 bonus on any single skill.	
Skill Focus / Mastery (Rune Casting (Force), Rune Casting (Time), Rune Mastery (Force), Rune Mastery (Time))	[Eclipse, p.44]
+1 to existing choices	
Skill Focus / Mastery x2 (Rune Casting (Force), Rune Casting (Time), Rune Mastery (Force), Rune Mastery (Time))	[Eclipse, p.44]
additional +1 to existing choices	
Skill Focus +3 (Rune Casting (Force), Rune Casting (Time), Rune Mastery (Force), Rune Mastery (Time))	[Eclipse, p.44]
+3 bonus to any single skill. Skill Focus stacks with Skill Emphasis.	
Spirit Weapon / Exotic Appearance	[Eclipse, p.55]
(+3 CP) upgrades the Spirit Weapon to look like almost anything the user desires, such as "Bolts of Black Lighting" rather than a short bow.	
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 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

Celestial, Common, Draconic, Sylvan, Tradetongue

TEMPLATES

Notes:

Character Sheet Notes: