

Nalvox Tundradi

Conor Rhone

Neutral Good

NAME	PLAYERNAME	DEITY	ALIGNMENT
d10E5	Human	5' 11"	175 lbs.
CLASS	RACE	HEIGHT	WEIGHT
5	25	Male	Black, Medium length
Character Level	AGE	GENDER	HAIR
15000	25	Male	0
NEXT LEVEL	AGE	GENDER	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 Strength	12	+1	12	+1	12	+1	38				Walk 60 ft., %list 30 ft.
DEX Dexterity	18	+4	18	+4	18	+4	AC armor class	TOTAL	FLAT	TOUCH	
CON Constitution	10	+0	10	+0	10	+0					
INT Intelligence	10	+0	10	+0	10	+0	INITIATIVE modifier	+8			
WIS Wisdom	13	+1	13	+1	13	+1					
CHA Charisma	14	+2	14	+2	14	+2	BASE ATTACK bonus	+3			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+3	+3	+0	+0	+0	+0		
REFLEX (dexterity)	+7	+3	+4	+0	+0	+0		
WILL (wisdom)	+3	+2	+1	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+5	+3	+1	+0	+1	+0	
RANGED attack bonus	+8	+3	+4	+0	+1	+0	
GRAPPLE attack bonus	+5	+3	+1	+0	+1	+0	

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

*Bloodseeker		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	S	M	19-20/x2	5 ft.
To Hit	Dam					
1H-P	+10	1d8+1	2W-P-(OH)	+4		1d8+1
1H-O	+6	1d8	2W-P-(OL)	+6		1d8+1
2H	+10	1d8+1	2W-OH	+0		1d8

*Heartstriker		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	S	M	19-20/x2	5 ft.
To Hit	Dam					
1H-P	+10	1d8+1	2W-P-(OH)	+4		1d8+1
1H-O	+6	1d8	2W-P-(OL)	+6		1d8+1
2H	+10	1d8+1	2W-OH	+0		1d8

Special Properties

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Mithral Shirt	Light	+4	+6	+0	10
30hp/inch and 15 hardness					
*Amulet of Natural Armor +1		+1		+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	8/4	MISC MODIFIER
✓ Acrobatics	DEX	12	=	4	+	8.0
✓ Appraise	INT	0	=	0	+	+
✓ Athletics	STR	1	=	1	+	+
✓ Athletics (Jump)	STR	13	=	1	+	1.0
✓ Craft (Untrained)	INT	0	=	0	+	+
✓ Deception	CHA	2	=	2	+	+
Disguise (Act in character)	CHA	4	=	2	+	1.0
✓ Endurance	CON	0	=	0	+	+
✓ Gather Information	CHA	10	=	2	+	8.0
✓ Heal	WIS	1	=	1	+	+
Martial Arts		8	=	0	+	8.0
✓ Perception	WIS	1	=	1	+	+
✓ Persuasion	CHA	2	=	2	+	+
✓ Ride	DEX	7	=	4	+	3.0
✓ Sense Motive	WIS	1	=	1	+	+
✓ Stealth	DEX	4	=	4	+	+
✓ Survival	WIS	1	=	1	+	+
✓ Thievery	DEX	4	=	4	+	+
✓ Use Rope	DEX	4	=	4	+	+

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Amulet of Natural Armor +1	Equipped	1	0.0	2000.0
Bloodseeker	Equipped	1	4.0	2315.0
Heartstriker	Equipped	1	4.0	2315.0
Mithral Shirt	Equipped	1	10.0	1100.0
30hp/inch and 15 hardness				
Explorer's Outfit	Equipped	1	8.0	0.0
Potion of Bear's Endurance	Carried	1	0.0	300.0
☐				
Potion of Cat's Grace	Carried	1	0.0	300.0
☐				
Potion of Cure Moderate Wounds	Carried	1	0.0	300.0
☐				
TOTAL WEIGHT CARRIED/VALUE			18 lbs.	8630.0 gp

WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

Special Attacks	
Augment Attack (Skirmish Damage d8) (8x)	[Eclipse, p.50]
Skirmish attack +2d8	
Warcraft	[Eclipse, p.10]
+3 BAB	

Special Qualities	
Armor Proficiency (Light)	[Eclipse, p.49]
Proficient with Light Armors	
Weapon Proficiency (All Simple and Martial Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple and martial weapons.	

+7/+2/+7/+2

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

PROFICIENCIES	
Axe (Throwing), Battleaxe, Chakram, 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	

TEMPLATES	
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<div>Recurring Bonuses</div> <div>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.</div> <div>Fast Learner/ Specialized for increased effect [Eclipse, p.17] (Specialized/Augment Attack +1d8 Riposte) (+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.</div> <div>Restrictions (Light Armor Only) [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 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?</div>	<div>Eclipse Abilities</div> <div>Anime Master [Eclipse, p.50] Anime Master allows the user to grapple, overbear, and wield weapons, as if he or she was one size category larger.</div> <div>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.</div> <div>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).</div> <div>Block (Melee) (Melee) [Eclipse, p.50] Block lets a character counter an incoming melee attack with DC 20 Reflex save once per round. In general, each Block attempt uses up an Attack of Opportunity and provides Great Immunity to the attack. Attackers may give up part of their BAB to increase the Block save DC on a 1-to-1 basis.</div> <div>Block (Melee) / Riposte [Eclipse, p.50] (+6 CP) allows the user to immediately retaliate in the same mode, launching a single attack of their own. This counts as an Attack of Opportunity and requires a successful Block check - which also counts as an Attack of Opportunity. You'll need extras.</div> <div>Bonus Attack / Off-Hand [Eclipse, p.51] Grants an Additional Attack for an Off-Hand</div> <div>Celerity (Walk) [Eclipse, p.27] (6 CP). Celerity adds +10 feet per round to one of your movement modes. This is considered bonus movement for the purposes of skills; it does not apply when calculating movement penalties on skill use.</div> <div>Celerity / Improved (6x) [Eclipse, p.27] adds +10' more movement per 3 CP invested.</div> <div>Expertise [Eclipse, p.32] (6 CP). A character with Expertise selects two related abilities, attributes, or other scores. He or she may reduce one of the selected abilities' bonuses at any time by up to -5 to add a equal amount to the other bonus. Usually, characters take this for Warcraft (BAB) and AC or damage, but many other combinations exist.</div> <div>Finesse (Dexterity replaces Strength for Attack) [Eclipse, p.32] (6 CP). A character with Finesse may replace one attribute modifier with another in some fairly common situation, such as for a particular saving throw.</div> <div>Improved Initiative (6x) [Eclipse, p.53] The character gains +2 to Initiative per 3 CP invested, up to a maximum +8 bonus.</div> <div>Reflex Training (Extra Blocks/Ripostes against enemy melee attacks) [Eclipse, p.40] (6 CP). With Reflex Training, a character gains a free, immediate, Standard Action under some particular circumstance. You cannot string together more reflexive actions than your relevant attribute bonus (usually Str Mod or Dex Mod). Alternatively, the character may instead simply take an extra Standard Action at any time 3 times per day. You may not use this version more than once per round.</div>
<div>DISADVANTAGES</div> <div>Hunted (Hunted for crimes committed by Xavon) [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.</div> <div>Secret (gain Visions (altered view of reality) and Outcast, Evil Alter Ego (Xavon); If revealed) [Eclipse, p.19] 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.</div> <div>Stigmata [Eclipse, p.20] You have some injury which either cannot be healed or has healed badly. It is both painful and inconvenient. You must make a DC 24 Fortitude save at the start of each session; if you fail you take a -1 morale penalty on saving throws for the duration of the session.</div>	<div>Martial Arts</div> <div>Attack [Eclipse, p.81] You get a +1 bonus on rolls to Attack, Throw, Grapple, and Trip opponents.</div> <div>Defenses (2x) [Eclipse, p.81] You gain +1 bonus to AC when you are unarmored or lightly armored.</div> <div>Reach [Eclipse, p.81] You add 5' to your Reach in combat. This usually represents lunging and darting in and out, but could be a mystical ability.</div>

Notes:

Character Sheet Notes: