

Popeye

CHARACTER NAME

d6E 2, d12E 1

CLASS

3

Character Level

3000 / 6000

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	10		+0		
DEX Dexterity	16		+3		
CON Constitution	12		+1		
INT Intelligence	16		+3		
WIS Wisdom	10		+0		
CHA Charisma	16		+3		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+4	= +2	+1	+0	+1	+0		
REFLEX (dexterity)	+5	= +1	+3	+0	+1	+0		
WILL (wisdom)	+2	= +1	+0	+0	+1	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+2	= +6	+0	+1	-5	+0	
RANGED attack bonus	+5	= +6	+3	+1	-5	+0	
GRAPPLE attack bonus	-3	= +6	+0	-4	-5	+0	

*Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	PS	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+3/+3	1d4	2W-P-(OH)	-3/-3		1d4
1H-O	-1/-1	1d4	2W-P-(OL)	-1/-1		1d4
2H	+3/+3	1d4	2W-OH	-7		1d4
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+7/+7	+5/+5	+3/+3	+1/+1	-1/-1	
Dam	1d4	1d4	1d4	1d4	1d4	
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 Jack	Light	+2	+6	+0	10

Robert Mansfield

PLAYER NAME

Halfling

RACE

Small

SIZE

25

AGE

Male

GENDER

None

DEITY

37 lbs.

WEIGHT

Blue

EYES

Brown

HAIR

Chaotic Good

ALIGNMENT

Normal

VISION

POINTS

HP	23	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED			
AC armor class	18	15	14	10	2	2	3	1	0	0	0	0	0	10	+0	0	0
TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL ARMOR	
INITIATIVE		+7		+3		+4		TOTAL		DEX MODIFIER		MISC MODIFIER		MISS CHANCE		ARCANE SPELL FAILURE	
BASE ATTACK		bonus		+6/+1													

TOTAL SKILLPOINTS: 32		SKILLS		MAX RANKS: 6/3	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	5	= 3	+ 2	
✓ Appraise	INT	5	= 3	+ 2	
✓ Athletics	STR	2	= 0	+ 2	
✓ Athletics (Jump)	STR	-4	= 0	+ -4	
✓ Craft (Untrained)	INT	3	= 3		
✓ Deception	CHA	11	= 3 + 6	+ 2	
✓ Deception (Act in character)	CHA	13	= 3 + [6]	+ 4	
✓ Endurance	CON	3	= 1	+ 2	
✓ Gather Information	CHA	5	= 3	+ 2	
✓ Heal	WIS	2	= 0	+ 2	
✓ Insight	WIS	2	= 0	+ 2	
✓ Perception	WIS	8	= 0 + 6	+ 2	
Perform (Sing)	CHA	21	= 3 + 6	+ 12	
✓ Persuasion	CHA	13	= 3 + 6	+ 4	
Profession (Sailor)	WIS	8	= 0 + 6	+ 2	
✓ Ride	DEX	5	= 3	+ 2	
✓ Stealth	DEX	11	= 3 + 6	+ 2	
✓ Stealth (Hide)	DEX	15	= 3 + [6]	+ 6	
✓ Survival	WIS	2	= 0	+ 2	
✓ Survival (Find or follow tracks)	WIS	4	= 0	+ 4	
✓ Thievery	DEX	11	= 3 + 6	+ 2	
✓ Thievery (Sleight of Hand)	DEX	13	= 3 + [6]	+ 4	
✓ Use Rope	DEX	5	= 3	+ 2	
			= +	+	
			= +	+	

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack 5 lbs., 1 Bedroll	Equipped	1	2.0	2.0	
Dagger	Equipped	1	1.0	2.0	
Leather Jack	Equipped	1	15.0	10.0	
Bedroll	Backpack	1	5.0	0.1	
Entertainer's Outfit	Equipped	1	4.0	3.0	
TOTAL WEIGHT CARRIED/VALUE			23 lbs. 17.1 gp		

WEIGHT ALLOWANCE					
Light	25	Medium	50	Heavy	75
Lift over head	75	Lift off ground	150	Push / Drag	375

LANGUAGES	
Common, Elven, Gnome, Halfling, Orc	

Special Attacks	
Warcraft +3 BAB	[Eclipse, p.10]

Special Qualities	
Death and Dying Disabled 0 HP till -1, Dying -2 and Dead -13	[Eclipse]
Armor Proficiency (Light) Proficient with Light Armors	[Eclipse, p.49]
+2 morale bonus on saving throws against fear	[PHB, p.20]
Weapon Proficiency (All Simple Weapons) Grants Proficiency with all simple weapons.	[Eclipse, p.49]

Recurring Bonuses	
Duties (To His Ideals) You have duties. Grants 2 CP per level. [+6 total CP].	[Eclipse, p.17]
Fast Learner (Focused on Skills) +2 CP towards Skills per level. [+6 total Skill Points Granted].	[Eclipse, p.17]

DISADVANTAGES	
Accursed (Get's stuck in silly roles) You have an affliction or curse.	[Eclipse, p.18]
Compulsive (Has urges to perform for any large gathering) You have the listed compulsions.	[Eclipse, p.18]
History You have a written history for the GM.	[Eclipse, p.19]

Eclipse Abilities	
Character Points Total Character Points Total 130, Bonus Feats have added 18 CP, Disadvantages have added 10 CP, Duties adds 6 CP, HD 6 deducts 4 CP, HD 12 deducts 8 CP	[Eclipse]
Acrobatics Combine several physical stunts into one roll at the highest DC by any one of the actions.	[Eclipse, p.23]
Adept (Deception, Perform (Sing), Stealth, Thievery) Choose four related skills that only cost 1/2 a Character Point for each skill rank.	[Eclipse, p.24]
Contacts (Salazar - The Informant and Local gossip, Luthor - Manager of the Local Theater) (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.	[Eclipse, p.28]
Immunity / XP Cost Innate Enchantment (2 CP) Handles initial Innate Enchantment, L1 only.	[Eclipse]
Immunity to Antimagic and Dispelling (Common, Minor, Great, Specialized: only protects personal magical buffs, Corrupted, only protects Innate Enchantments, 4 CP).	[Eclipse]
Improved Initiative (2x) +2 to initiative each time taken [+4 Bonus]	[Eclipse, p.53]
Innate Enchantment adds innate power that may duplicate the effects of a magical item or items valued at up to 5000 GP [Currently at 5000 GP] (according to the standard d20 rules). The character must pay twice the normal experience point cost to create said item. For every +1 additional CP invested, these innate enchantments rise in value by 1000 GP.	[Eclipse, p.34]
Innate Enchantment / Stylish (Clean Clothing) Your clothing - and person - is always clean and well-tended.	[Eclipse]
Innate Enchantment / Expertise (Weapon Mastery) (Dagger) You gain a +3 BAB with a particular weapon.	[Eclipse]
Innate Enchantment / Force Shield [At Will] As Shield Spell, grants +2 Shield AC.	[Eclipse]
Innate Enchantment / Mysticism (Prestidigitation) You may perform a wide variety of minor magical tricks.	[Eclipse]
Innate Enchantment / Intimidator (Summon Knives) You may produce up to three knives per round as a free action, although they only last for one minute once you let go of them.	[Eclipse]
Innate Enchantment / Fortune's Favor +2 Luck bonus to skills and checks.	[Eclipse]
Innate Enchantment / Skill Mastery I [Single] (Perform (Sing)) +5 to selected skills	[Eclipse]
Mystic Artist Mystic Artists inspire and manipulate others through art. While music, dance, and oratory are the most common forms, storytelling, painting, or architecture also work. See page 84.	[Eclipse, p.38]
Reputation Score 1, (6 CP). Reputation means the character is widely known, at least in certain circles, for his or her skills, talents, or deeds. Describe what he or she is known for - and to which groups. The Game Master may simply note the reputation and apply it when appropriate. If a mechanic is desired, NPC's in the affected group make an (Int + Rep Score) check at DC 20 to have heard of the character. A characters base score is equal to his or her (level/3) If an NPC is aware of a character's reputation, the character may gain - or suffer - a modifier of up to + or -5 on relevant social skill checks. A reputation as a criminal mastermind rarely helps with city guards, but is often useful on the street.	[Eclipse, p.40]
Self-Development ~ +2 to Stat (CHA) [Half-Cost] Self-Development +2 to chosen stat(s) each time taken.	[Eclipse]
Skill Emphasis (Perform (Sing)) This grants a +2 bonus on any single skill.	[Eclipse, p.44]
Skill Focus +1 (Perform (Sing)) +1 bonus to any single skill. Skill Focus stacks with Skill Emphasis.	[Eclipse, p.44]
Skill Focus +3 (Perform (Sing)) +3 bonus to any single skill. Skill Focus stacks with Skill Emphasis.	[Eclipse, p.44]

Mystic Artist Abilities	
Mystic Artist	[Eclipse, p.84]
Usable 3/day, DC 24	
Inspiration Skill 03 ~ Emotion	[Eclipse, p.85]
You can make everyone in the area feel any strong emotion you care to evoke for up to five rounds after you cease to perform or after they leave the area of your art. In combat you may target either allies or enemies, providing/inflicting a morale bonus/penalty of up to +5/-5 on saves against mind-affecting powers and on attacks and damage. Out of combat this is most useful for manipulating crowds or setting the mood for negotiations, oratory, and diplomacy.	
Inspiration Skill 06 ~ Competence	[Eclipse, p.85]
Competence is more like it. Now you can give someone a +2 morale bonus to any skill check, attack roll, saving throw, or AC while you use your art, albeit only one of these at a time. It only affects one character.	
Inspiration Skill 12 ~ Excellence	[Eclipse, p.85]
Grants the target two +4 morale bonuses which can be applied to an attribute, to all their saves, to their armor class, to their attacks, or to the damage they inflict in melee combat.	
Inspiration Skill 15 ~ Mass Greatness	[Eclipse, p.86]
The lucky target(s) of Mass Greatness becomes inspired to new heights. Up to 6 [Cha Mod + Level] targets gain a gaining a +1 Positive Level bonus [A Positive Level adds +1 to the user's BAB, saving throws, and AC, and adds 6 CP to the character, which he or she may spend on any desired feats or upgrades. With Mystic Artist, the artist selects the effects of the 6 CP ahead of time and it must be the same for each character affected. Positive Levels applied to Undead work like a level drain against a normal character.] and 1d10 temporary hit points.	
Inspiration Skill 18 ~ Mass Excellence	[Eclipse, p.86]
Grants up to 5 [artist's level/2 + Cha Mod] targets two +4 morale bonuses which can be applied to an attribute, to all their saves, to their armor class, to their attacks, or to the damage they inflict in melee combat.	
Manipulation Skill 03 ~ Fascinate	[Eclipse, p.86]
People like your art. It's fascinating and mysterious and you can even interest the audience in whatever kind of art you do. Some of them might even take it up themselves. More usefully to adventurers, a Mystic Artist can Fascinate up to 4 (Cha Mod + Level/3) targets. If they fail to save, they remain fascinated for up to 5 (Att Mod + 2) minutes, or until a performance ends, whichever comes first. Mystic Artists with a perform skill of 6 or more may attempt to use a Suggestion effect on any one Fascinated target once per round. Those with a skill of 24+ may attempt to Suggest something to all Fascinated targets at the same time.	
Manipulation Skill 06 ~ Hold Audience	[Eclipse, p.86]
Hold Audience allows you to keep the audience busy, and wile away their time without them realizing it. Any who fail their saving throw become enchanted by your performance or art, and spend more time than they expected. Aside from its usefulness for tavern owners (whose patrons mysteriously spend more time drinking), it's a great distraction. With sufficient attribute and DC enhancements a mystic artist with this ability could hold an entire army spellbound for hours - or even days.	
Synergy Skill 06 ~ Group Focus	[Eclipse, p.87]
With group focus, a character may use his or her artist skill roll in place of a Concentration check for any other character, or increase the value of Aid Another actions by +2.	
Synergy Skill 09 ~ Amplify	[Eclipse, p.87]
A mystic artist using this ability can add to magical abilities used nearby. All friendly spellcasters within a 30' radius radius recieve a +2 Caster Level bonus on all magical techniques.	

PROFICIENCIES
Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Giant Rock, Grapple, Halfspear, Hoopak, Javelin, Keyblade, Laser, Longspear, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Scourge, Shortsppear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike

TEMPLATES
