

Vincent Green

NAME
d8E6
CLASS
6
Character Level

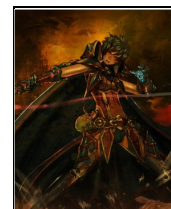
15000
EXPERIENCE
21000
NEXT LEVEL

Conor

PLAYERNAME
Human
RACE
25
AGE
Medium
SIZE
Male
GENDER
6' 0"
HEIGHT
150 lbs.
WEIGHT
Green
EYES
Blond, Short
HAIR

Neutral Good

ALIGNMENT
Darkvision (60 ft.), Low-light
VISION
0
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	14	+2	14	+2	14	+2	HP hit points	43							Walk 45 ft.				
DEX Dexterity	14	+2	14	+2	14	+2	AC armor class	18	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	MISC
CON Constitution	15	+2	15	+2	15	+2													
INT Intelligence	17	+3	17	+3	17	+3	INITIATIVE modifier		+2		+2								
WIS Wisdom	16	+3	16	+3	16	+3	BASE ATTACK bonus		+4										
CHA Charisma	16	+3	16	+3	16	+3													

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+5	= +3	+2	+0	+0	+0		
REFLEX (dexterity)	+5	= +3	+2	+0	+0	+0		
WILL (wisdom)	+9	= +6	+3	+0	+0	+0		

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

*Claw	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+6	1d3+2				

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	Light	+1	+8	+0	0

SKILLS		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	9/4.5	MISC MODIFIER
SKILL NAME					RANKS		
✓ 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
Claw		Equipped	1	0.0	0.0
	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
	Faerie Garb	Equipped	1	0.5	1.0
	TOTAL WEIGHT CARRIED/VALUE			0.5 lbs.	1.0 gp

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

+7/+2

Special Attacks	
Any Weapon Rod	[Is This It]
Quicksilver metal rod can become any weapon of a non-complex nature, up to a crossbow. It will form the desired weapon as a Free Action. May have other properties that as of yet are undiscovered.	
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]
+4 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 and Martial Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple and martial weapons.	

Recurring Bonuses	
Duties (Chosen Ones)	[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 (Skills)	[Eclipse, p.17]
(+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 (Enjoys toying with Time)	[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.	
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.	
Showman	[Eclipse, p.20]
You compulsively posture, show off, gloat, and brag - giving away your plans and wasting time even in combat. You take a -3 Initiative penalty, while others get a +3 bonus on any checks that involve finding out what you're planning to do or are doing at the moment.	

Eclipse Abilities	
Ability Focus / Group of Abilities (Time Magic)	[Eclipse, p.23]
You add +2 to the DC of resisting to a particular school, technique, descriptor, domain, or path of magic, a small group of innate magical abilities, or another modest group of abilities.	
Adept (Rune Casting (Time), Rune Casting (Force), Rune Mastery (Force), Rune Mastery (Time))	[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.	
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]
(0 CP). You may call upon exotic forces to 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. Eldritch abilities that cost spell levels do not extend the casting time.. Characters using advanced Eldritch feats must select and describe the source of their powers. Other characters with the Eldritch feat and the same source receive no penalties or advantages when facing the user. All three effects may be taken as a set for only 6 CP, but this cannot then be "turned off." It also limits use of magic items to items made by a character with at least one of these modifiers. Many settings have spells usable only with Eldritch magic, and others not usable at all with Eldritch magic.	
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	

+7/+2+7/+2

Feats	
Feat Conversion to CP ~ 6 (2x)	[Eclipse, p.9]

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: