

Scossa

Character Name
d10E 6
CLASS
6 (6)
Character Level (CR) 15000 / 21000
EXP / NEXT LEVEL

Conor Rhone

Player Name
Human / Humanoid
RACE
0
AGE
Male
GENDER

None

Deity
Medium / 5 ft.
SIZE / FACE

Region
5' 4" / 156 lbs.
HEIGHT / WEIGHT
HAIR

None

Alignment
Normal
VISION
32

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	11		+0		
DEX Dexterity	14	16	+3		
CON Constitution	12		+1		
INT Intelligence	18	20	+5		
WIS Wisdom	12		+1		
CHA Charisma	10		+0		

HP		WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED			
hit points	56													Walk 30 ft.			
AC armor class	17	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	REFLECTION	DODGE	Morale	Insight	Sacred	Profane	MISC
INITIATIVE		TOTAL		DEX MODIFIER		MISC MODIFIER		MISS CHANCE		Arcane Spell Failure		ARMOR CHECK PENALTY		SPELL RESIST			
modifier		+3		+3		+0											

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+4	= +3	+1	+0	+0	+0	
REFLEX (dexterity)	+7	= +4	+3	+0	+0	+0	
WILL (wisdom)	+6	= +5	+1	+0	+0	+0	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+6/+1	= +6/+1	+0	+0	+0	+0	
RANGED attack bonus	+9/+4	= +6/+1	+3	+0	+0	+0	
GRAPPLE attack bonus	+6/+1	= +6/+1	+0	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+6/+1	1d3	20/x2	5 ft.

*: 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
*Lightning Staff		+4		+0	0
Mana x4 - Specialized/Rune Casting (Double effect); Innate Enchantment - Int +2, Dex +2, Mage Armor; Electricity Resistance -15					

TOTAL SKILLPOINTS: 72		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	10	=	3	+	7	
✓	Appraise	INT	5	=	5			
	Arcana	INT	16	=	5	+	9	+ 2
✓	Athletics	STR	0	=	0			
✓	Craft (Untrained)	INT	5	=	5			
✓	Deception	CHA	0	=	0			
✓	Endurance	CON	8	=	1	+	7	
✓	Gather Information	CHA	0	=	0			
✓	Heal	WIS	1	=	1			
✓	Insight	WIS	8	=	1	+	7	
✓	Perception	WIS	8	=	1	+	7	
✓	Persuasion	CHA	0	=	0			
✓	Ride	DEX	3	=	3			
	Rune Casting (Lightning)		21	=	0	+	9	+ 12
	Rune Mastery (Lightning)		21	=	0	+	9	+ 12
✓	Stealth	DEX	3	=	3			
✓	Survival	WIS	1	=	1			
✓	Thievery	DEX	3	=	3			
✓	Use Rope	DEX	3	=	3			
				=		+		+
				=		+		+

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

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Lightning Staff	Equipped	1	0 / 0
Mana x4 - Specialized/Rune Casting (Double effect); Innate Enchantment - Int +2, Dex +2, Mage Armor; Electricity Resistance -15			
TOTAL WEIGHT CARRIED/VALUE		0 lbs.	0gp

WEIGHT ALLOWANCE			
Light	38	Medium	76
Lift over head	115	Lift off ground	230
		Heavy	115
		Push / Drag	575

LANGUAGES	
Common	

Special Attacks	
Warcraft	[Eclipse, p.10]
+6 BAB	

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -1, Dying -2 and Dead -13	
Feat Bonus	[PH, p.13]
1 extra feat at 1st level.	
Humanoid Type	[MM]
Humanoids eat/sleep/breathe	
Resistance to Electricity (Ex)	[MM]
You may ignore 0 points of Electricity damage each time you take Electricity damage	

Recurring Bonuses	
Fast Learner (Focused on Skills / L-2)	[Eclipse, p.17]
+2 CP towards Skills per level. [+18 total Skill Points Granted].	

DISADVANTAGES	
Compulsive (Must Meditate with Lightning Staff)	[Eclipse, p.18]
You have the listed compulsions.	
Hunted (The Crimson Flame)	[Eclipse, p.19]
Something powerful is hunting you.	
Valuable	[Eclipse, p.20]
You have value to others.	

Spell Caster Information	
Rune Casting	[Eclipse]
Your caster level is your Rune Casting Skill/2, your Spell Level is based upon your Rune Mastery Skill/4. Each Spell Level costs 1 mana to cast.	
Rune Casting (Lightning)	[Eclipse, p.97]
Your caster level is 11 [Rune Casting Skill/2], your Spell Level is 5 [Rune Mastery Skill/4]. Each Spell Level costs 1 mana to cast.	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 208, Bonus Feats have added 30 CP, Disadvantages have added 10 CP, HD 10 deducts 36 CP	
Adept (Arcana, Rune Casting (Lightning), Rune Mastery (Lightning))	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Block / Arcane	[Eclipse, p.50]
Block lets a character counter an incoming arcane 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 (Stops 60 Points of Damage). Attackers may give up part of their BAB to increase the Block save DC on a 1-to-1 basis.	
Block / Arcane / Deflections	[Eclipse, p.51]
(+12 CP) allows the user to catch individually-directed magical attacks to release on their action next round. This can be combined with Riposte to allow such spells to be retargeted against their casters.	
Mana / Mana (Specialized for Double Effect) (4x)	[Eclipse, p.36]
Grants 4d6 Mana; Mana can help with spellcasting. Unfortunately, while Mana is extremely flexible, it recovers at a mere one point per day, two with rest and meditation.	
Mana / Mana (Specialized for Double Effect) (2x)	[Eclipse, p.36]
Grants 4d6 Mana; Mana can help with spellcasting. Unfortunately, while Mana is extremely flexible, it recovers at a mere one point per day, two with rest and meditation.	
Skill Emphasis (Rune Mastery (Lightning), Rune Casting (Lightning))	[Eclipse, p.44]
This grants a +2 bonus on any single skill.	
Skill Focus +3 (Rune Casting (Lightning), Rune Mastery (Lightning))	[Eclipse, p.44]
+3 bonus to any single skill. Skill Focus stacks with Skill Emphasis.	
Skill Focus / Mastery (Rune Casting (Lightning), Rune Mastery (Lightning))	[Eclipse, p.44]
+1 to existing choices	

CLASSFEATURE POWERS

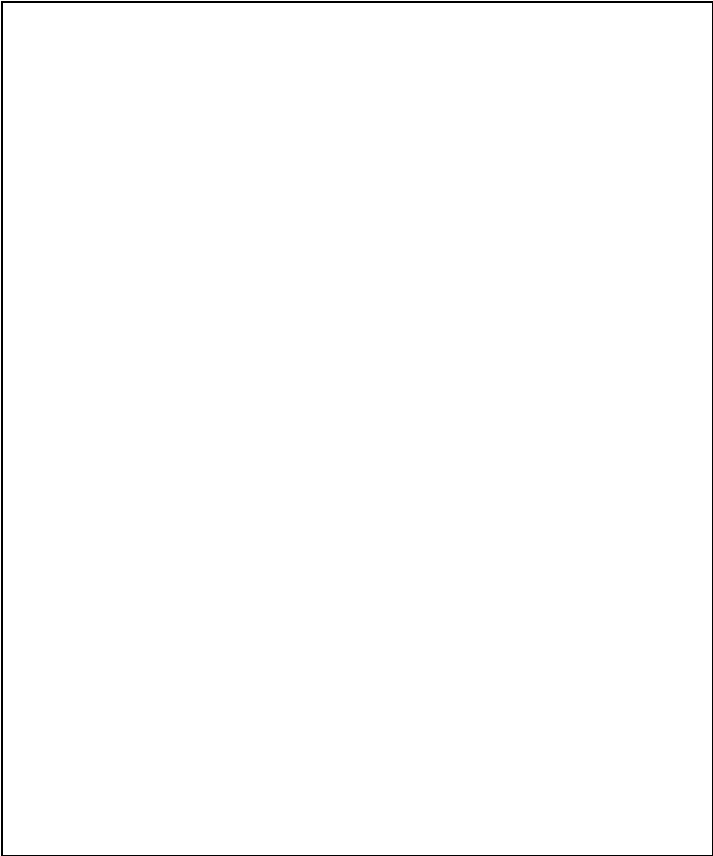
Uncanny Dodge ~ Base

PROFICIENCIES
Spells (Ray), Spells (Touch), Unarmed Strike

TEMPLATES

Scossa

Human
RACE
0
AGE
Vision Test: Normal
Male
GENDER
VISION
None
ALIGNMENT
Right
DOMINANT HAND
5' 4"
HEIGHT
156 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
'
HAIR / HAIR STYLE
PHOBIAS
'
PERSONALITY TRAITS
INTERESTS
'
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION
DEITY
Humanoid
Race Type
Race Sub Type
Normal



Description: Biography: