

Gustaferson LeBerecht

NAME

d8E2

1000

CLASS

EXPERIENCE

2

3000

Character Level

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	11	+0	11	+0	11	+0
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	12	+1	12	+1	12	+1
INT Intelligence	17	+3	17	+3	17	+3
WIS Wisdom	13	+1	13	+1	13	+1
CHA Charisma	9	-1	9	-1	9	-1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE
(constitution)

+1

=

+0

+

+1

+

+0

+

+0

+

+0

+

REFLEX
(dexterity)

+4

=

+2

+

+2

+

+0

+

+0

+

+0

+

WILL
(wisdom)

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE
attack bonus

+1

=

+1

+

+0

+

+0

+

+0

+

+0

+

RANGED
attack bonus

+3

=

+1

+

+2

+

+0

+

+0

+

+0

+

GRAPPLE
attack bonus

+1

=

+1

+

+0

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+1

1d3

20/x2

5 ft.

Crossbow, Heavy

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

P

M

19-20/x2

5 ft.

TH

30 ft.

120 ft.

240 ft.

360 ft.

480 ft.

+3

+3

+1

-1

-3

Dam

1d10

1d10

1d10

1d10

1d10

Special Properties

Gus's Daggers

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

PS

M

19-20/x2

5 ft.

To Hit

Dam

1H-P

+1

1d4

2W-P-(OH)

-5

1d4

1H-O

-3

1d4

2W-P-(OL)

-3

1d4

2H

+1

1d4

2W-OH

-7

1d4

10 ft.

20 ft.

30 ft.

40 ft.

50 ft.

TH

+3

+1

-1

-3

-5

Dam

1d4

1d4

1d4

1d4

1d4

Special Properties

*Mechanic's Wrench

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

B

M

20/x3

5 ft.

To Hit

Dam

1H-P

+1

1d8

2W-P-(OH)

-5

1d8

1H-O

-3

1d8

2W-P-(OL)

-3

1d8

2H

+1

1d8

2W-OH

-9

1d8

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

*Leather

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

Light

+2

+6

+0

10

Sean Lujan

PLAYERNAME

DEITY

Dwarf

Medium

4' 2"

230 lbs.

RACE

SIZE

HEIGHT

WEIGHT

50

Male

Brown

Black, Ponytail

AGE

GENDER

EYES

HAIR

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

HP
hit points

18

AC
armor class

14

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

INITIATIVE
modifier

+2

=

+2

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK
bonus

+1

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	5/2.5 MISC
✓ Acrobatics	DEX	2	=	2	+	+
✓ Appraise	INT	3	=	3	+	+
✓ Athletics	STR	0	=	0	+	+
Athletics (Jump)	STR	-6	=	0	+ 1.0	+ -7
Craft (Locksmithing)	INT	8	=	3	+ 5.0	+
Craft (Metalworking)	INT	10	=	3	+ 5.0	+ 2
✓ Craft (Untrained)	INT	3	=	3	+	+
✓ Deception	CHA	-3	=	-1	+	+ -2
✓ Endurance	CON	1	=	1	+	+
✓ Gather Information	CHA	-3	=	-1	+	+ -2
✓ Heal	WIS	1	=	1	+	+
✓ Insight	WIS	1	=	1	+	+
Knowledge (Arcana)	INT	7	=	3	+ 4.0	+
Knowledge (Architecture and Engineering)	INT	10	=	3	+ 5.0	+ 2
✓ Perception	WIS	6	=	1	+ 5.0	+
✓ Persuasion	CHA	-3	=	-1	+	+ -2
✓ Ride	DEX	2	=	2	+	+
Rune Casting (Technomancy)	INT	10	=	3	+ 5.0	+ 2
Rune Mastery (Technomancy)	INT	10	=	3	+ 5.0	+ 2
Search (Notice unusual stonework)	INT	5	=	3	+ 1.0	+ 1
Search (Secret doors and hidden compartments)	INT	5	=	3	+ 1.0	+ 1
✓ X Search (Unusual Stonework)	INT	5	=	3	+	+ 2
Spellcraft	INT	4	=	3	+ 1.0	+
Spellcraft (Rune Casting ~ Technomancy)	INT	6	=	3	+ 1.0	+ 2
✓ Stealth	DEX	2	=	2	+	+
✓ Survival	WIS	1	=	1	+	+
Survival (Find or follow tracks)	WIS	3	=	1	+ 1.0	+ 1
✓ Thievery	DEX	9	=	2	+ 5.0	+ 2
✓ Use Rope	DEX	2	=	2	+	+
			=	+	+	+
			=	+	+	+

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

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack	Equipped	1	2.0	2.0	
5 lbs., 3 Gus's Daggers, 2 Bolts, Crossbow (10)					
Bolts, Crossbow (10)	Backpack	2	1.0 (2.0)	1.0 (2.0)	
□□□□□ □□□□□ □□□□□ □□□□□					
Crossbow, Heavy	Carried	1	8.0	50.0	
0 lbs.					
Gus's Daggers	Backpack	3	1.0 (3.0)	2.0 (6.0)	
Mechanic's Wrench	Equipped	1	5.0	12.0	
Dagger	Carried	1	1.0	2.0	
Leather	Equipped	1	15.0	10.0	
TOTAL WEIGHT CARRIED/VALUE			36 lbs. 84.0 gp		

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

Special Attacks	
Warcraft	[Eclipse, p.10]
+1 BAB	

Special Qualities	
+4 Dodge bonus to Armor Class against monsters of the giant type	[PHB, p.15]
+1 racial bonus on attack rolls against orcs and goblinoids	[PHB, p.15]
+2 racial bonus on saving throws against poison	[PHB, p.15]
+2 racial bonus on saving throws against spells and spell-like effects	[PHB, p.15]
Stability	[PHB, p.15]
Stonecunning	[PHB, p.15]
+2 racial bonus on Appraise and Craft checks that are related to stone or metal	[PHB, p.15]
Weapon Proficiency (All Simple and Martial Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple and martial weapons.	

Recurring Bonuses	
Duties (To the Mages Guild)	[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 (To Keep Adept Skills Maxed Out)	[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	
History	[Eclipse, p.19]
The player has a few pages of notes for the GM about the character's history, personality, and goals. This should include some mention of friends and family, old enemies or allies, and where the character got his or her training or equipment. The GM should to allow the player several sessions to come up with it all.	
Inept (Charisma)	[Eclipse, p.19]
You suffer from a -2 modifier on all skills linked to the chosen Attribute.	
Obligations (To his old master)	[Eclipse, p.19]
You have responsibilities which you cannot easily discharge. You may have dependents, debts, a geas, massive tithes, oaths to fulfill, a job which you cannot readily leave, be sworn to the service of a lord or ruler, or just have friends who need looking after. This is a wonderful way to get dragged into adventures.	

Eclipse Abilities	
Adept (Rune Casting (Technomancy), Rune Mastery (Technomancy), Thievery, Knowledge (Architecture and Engineering))	[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.	
Mana (12x)	[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 (2x)	[Eclipse, p.36]
Grants 2d6 Mana	
Resilience	[Eclipse, p.36]
You may spend Mana to counteract or buy off attribute drains or damage at a 1 to 1 ratio, level drains at 2 Mana per level drained, and to resist mindaffecting powers at 2/3/4/6 Mana for effects of levels 0- 3/4-6/7-8/9. This is especially popular in Martial Arts based games (see page 80).	
Reflex Training / 3x/day (Specialized/only for spellcasting)	[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.	
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.	
Self Development	[Eclipse, p.42]
(6 CP). This feat increases a character's attribute by +1 for a specific purpose, such as Strength for to-hit bonuses or Dex for AC calculation. This ability helps low attributes more than high ones. Attributes with a base score of 3-6 or 7-9 go up by +3 or +2, respectively, instead of by +1.	
Skill Emphasis (Knowledge (Architecture and Engineering), Rune Casting (Technomancy), Rune Mastery (Technomancy), Thievery)	[Eclipse, p.44]
This grants a +2 bonus on any single skill.	

PROFICIENCIES	
Axe (Throwing), Battleaxe, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Giant Rock, 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, Ransour, 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, Urgrosh (Dwarven), Waraxe (Dwarven), Warhammer	

LANGUAGES	
Common, Dwarven	

TEMPLATES	
Gus's Skill Pool Fix	

Bonus Uses +4 (Rite of Chi) [6 CP] CP Remaining = 5 unspent	
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