

CHARACTER NAME	
d20E 1, d10E 1	
CLASS	
2	1000 / 3000
Character Level	EXP / NEXT LEVEL

PLAYER NAME	
Human	Medium
RACE	SIZE
23	Male
AGE	GENDER

DEITY
5' 8"
HEIGHT
Blue
EYES

None
REGION
120 lbs.
WEIGHT
White, Long
HAIR

Neutral Good
ALIGNMENT
Normal
VISION
POINTS

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	10		+0		
DEX Dexterity	10		+0		
CON Constitution	10		+0		
INT Intelligence	16		+3		
WIS Wisdom	18		+4		
CHA Charisma	14		+2		

HP		WORDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION					SPEED			
hit points																	Walk 30 ft.			
AC	armor class	32	13	13	13	10	0	0	0	0	0	0	0	0	0	3		0	+0	0
		TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	MISC				MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PASS	SPELL RESIST

INITIATIVE
modifier

BASE ATTACK
bonus

INITIATIVE
TOTAL

+0
DEX
MODIFIER

+0
MISC
MODIFIER

+1

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

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

*Quarterstaff	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+4		1d6			
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
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TOTAL SKILLPOINTS: 39		SKILLS		MAX RANKS: 5/2.5		
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	0	=	0	
✓	Appraise	INT	3	=	3	
✓	Athletics	STR	0	=	0	
✓	Craft (Untrained)	INT	3	=	3	
✓	Deception	CHA	2	=	2	
✓	Endurance	CON	0	=	0	
✓	Gather Information	CHA	2	=	2	
✓	Heal	WIS	4	=	4	
✓	Insight	WIS	4	=	4	
✓	Perception	WIS	4	=	4	
✓	Persuasion	CHA	2	=	2	
x	Psychic (Apport)	INT	8	=	3 + 5	
✓ x	Psychic (Body Control)	WIS	4	=	4	
✓ x	Psychic (Empathy)	WIS	4	=	4	
✓ x	Psychic (Mental Contact)	CHA	2	=	2	
x	Psychic (Mind Reading)	CHA	7	=	2 + 5	
✓ x	Psychic (Precognition)	WIS	9	=	4 + 5	
x	Psychic (Psychic Healing)	WIS	9	=	4 + 5	
✓ x	Psychic (Psychic Sense)	WIS	4	=	4	
✓ x	Psychic (Psychic Shield)	WIS	4	=	4	
x	Psychic (Psychic Surgery)	WIS	9	=	4 + 5	
x	Psychic (Psychometry)	WIS	8	=	4 + 4	
x	Psychic (Sense Minds)	WIS	9	=	4 + 5	
x	Psychic (Telekinesis)	INT	8	=	3 + 5	
x	Psychic (Telekinetic Blast)	INT	8	=	3 + 5	
x	Psychic (Telekinetic Grip)	INT	8	=	3 + 5	
x	Psychic (Telekinetic Shield)	INT	8	=	3 + 5	
x	Psychic (Teleport)	INT	8	=	3 + 5	
✓	Ride	DEX	0	=	0	
✓	Stealth	DEX	0	=	0	
✓	Survival	WIS	4	=	4	
✓	Thievery	DEX	0	=	0	
✓	Use Rope	DEX	0	=	0	
				=	+	+
				=	+	+

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Quarterstaff	Equipped	1	4.0	0.0
TOTAL WEIGHT CARRIED/VALUE			4 lbs.	0.0 gp

WEIGHT ALLOWANCE					
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

LANGUAGES	
Common	

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

Special Qualities	
Death and Dying Disabled 0 HP till -0, Dying -1 and Dead -11	[Eclipse]
Weapon Proficiency (All Simple Weapons) Grants Proficiency with all simple weapons.	[Eclipse, p.49]

Recurring Bonuses	
Duties (Chosen Ones) You have duties. Grants 2 CP per level. [+4 total CP].	[Eclipse, p.17]
Fast Learner (Focused on Skills /Human) (Child) +2 CP towards Skills per level. [+8 total Skill Points Granted].	[Eclipse, p.17]
Upgrade Human Racial Upgrades the Fast Learner Human Racial to Double Points	[Eclipse]

DISADVANTAGES	
Hunted (Deadeyes) Something powerful is hunting you.	[Eclipse, p.19]
Unarmored You can not wear armor.	[Eclipse, p.20]
Vows (Avenge the murder of his parents) You have vows.	[Eclipse, p.20]

Eclipse Abilities	
Character Points Total Character Points Total 104, Bonus Feats have added 18 CP, Disadvantages have added 10 CP, Duties adds 4 CP, HD 10 deducts 6 CP, HD 20 deducts 16 CP	[Eclipse]
Adept (Psychic (Precognition), Psychic (Psychic Surgery), Psychic (Psychic Healing), Psychic (Sense Minds), Psychic (Telekinetic Blast), Psychic (Telekinetic Shield), Psychic (Teleport), Psychic (Telekinetic Grip)) Choose four related skills that only cost 1/2 a Character Point for each skill rank.	[Eclipse, p.24]
Finesse / Int for AC	[Drew]
Finesse / Int for Attack Int applies to Hit.	[Drew]
Finesse / Wis for HP	[Drew]
Occult Skill ~ Psychic Ability You have the potential to acquire psychic feats and skills.	[Drew]
Occult Skill ~ Psychic Ability ~ Clairsentience You have the potential to learn clairsentience skills.	[Drew]
Occult Skill ~ Psychic Ability ~ Psychokinesis You have the potential to learn psychokinesis skills.	[Drew]
Occult Skill ~ Psychic Ability ~ Psychometabolism You have the potential to learn psychometabolism skills.	[Drew]
Occult Skill ~ Psychic Ability ~ Psychoportation You have the potential to learn psychoportation skills.	[Drew]
Occult Skill ~ Psychic Ability ~ Telepathy You have the potential to learn telepathy skills.	[Drew]

Feats	
Empower Talent You can strengthen the effects of your psychic skills.	[Is This It]

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

TEMPLATES	
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