

Arkansas Jones

NAME

d20E4 d10E1

CLASS

5/6

Character Level/ECL

15000

EXPERIENCE

21000

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	19	+4	19	+4	19	+4
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	19	+4	19	+4	19	+4
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	16	+3	16	+3	16	+3
CHA Charisma	14	+2	14	+2	14	+2

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILL
(wisdom)

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

+4

=

+0

+

+4

+

+0

+

+0

+

+0

+

+2

=

+0

+

+2

+

+0

+

+0

+

+8

=

+5

+

+3

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE
attack bonus

RANGED
attack bonus

GRAPPLE
attack bonus

+9

=

+7

+

+4

+

+0

+

-2

+

+0

+

+7

=

+7

+

+2

+

+0

+

-2

+

+0

+

+9

=

+7

+

+4

+

+0

+

-2

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+9/+9	1d3+4	20/x2	5 ft.

*Claw	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+9/+9	1d3+4				
Special Properties					

*Keyblade (Arky)	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	S	M	19-20/x2	5 ft.
To Hit	Dam	To Hit	Dam		
2H +14/+14	1d10+8	2W-OH	N/A		N/A
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 +3	Light	+4	+8	+0	0

Max Johnson

PLAYERNAME

DEITY

Illan

Medium

6' 3"

220 lbs.

RACE

SIZE

HEIGHT

WEIGHT

19

Male

Blue

Brown,

AGE

GENDER

EYES

HAIR

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

HP

93

AC

20

18

15

10

4

0

2

0

1

3

3

INITIATIVE

+2

+2

+0

BASE ATTACK

+7/+2

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLC-TION

MISC

WALK

0

+0

0

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

WALK

0

+0

0

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
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ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Faerie Garb +3	Light	+4	+8	+0	0

Neutral Good

ALIGNMENT

Darkvision (60 ft.),

Low-light

VISION

0

POINTS

WALK

0

+0

0

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

WALK

0

+0

0

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	8/4
✓ Acrobatics	DEX	2	= 2	+	+
✓ Appraise	INT	1	= 1	+	+
✓ Athletics	STR	4	= 4	+	+
Athletics (Jump)	STR	8	= 4	+	1.0 + 3
✓ Craft (Untrained)	INT	1	= 1	+	+
✓ Deception	CHA	2	= 2	+	+
✓ Endurance	CON	4	= 4	+	+
✓ Gather Information	CHA	2	= 2	+	+
✓ Heal	WIS	3	= 3	+	+
✓ Perception	WIS	11	= 3	+	6.0 + 2
✓ Persuasion	CHA	2	= 2	+	+
✗ Psychic (Apport)	INT	9	= 1	+	8.0 +
✗ Psychic (Empathy)	WIS	3	= 3	+	+
✗ Psychic (Mental Contact)	CHA	6	= 2	+	2.0 + 2
✗ Psychic (Precognition)	WIS	3	= 3	+	+
✗ Psychic (Psychic Sense)	WIS	3	= 3	+	+
✗ X Psychic (Psychic Shield)	WIS	5	= 3	+	+
✗ X Psychic (Psychometry)	WIS	10	= 3	+	7.0 +
✓ Ride	DEX	2	= 2	+	+
✓ Sense Motive	WIS	3	= 3	+	+
✓ Stealth	DEX	5	= 2	+	3.0 +
✓ Survival	WIS	4	= 3	+	1.0 +
Survival (Find or follow tracks)	WIS	6	= 3	+	1.0 + 2
✓ Thievery	DEX	2	= 2	+	+
✓ Use Rope	DEX	2	= 2	+	+
			=	+	+
			=	+	+

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Claw	Equipped	1	0.0	0.0	
Faerie Garb +3	Equipped	1	0.5	9151.0	
Keyblade (Arky)	Equipped	1	6.0	5000.0	
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	
TOTAL WEIGHT CARRIED/VALUE			6.5 lbs.	14151.0 gp	

WEIGHT ALLOWANCE					
Light	116	Medium	233	Heavy	350
Lift over head	350	Lift off ground	700	Push / Drag	1750

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.	
Keyblade	[KH]
Atk Penalty -0, Level Penalty -0, MP Loss -0, HP Loss -0	
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]
+7 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.	
Feel the Darkness	[KH]
Determine where heartless are.	
Illan Racial	[Is This It]
+1 skill point per level for psychic abilities	
Weapon Proficiency (All Simple and Martial Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple and martial weapons.	
+7/+2+7/+2	

Feats	
Feat Conversion to CP ~ 6 (4x)	[Eclipse, p.9]
Covert regular feat to six Character Points	

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
Common, Draconic, Goblin

TEMPLATES

Recurring Bonuses		Eclipse Abilities	
Duties	[Eclipse, p.17]	Arky's Orb	[Is This It, Custom]
(+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.		Grants Privilege	
Fast Learner/ Specialized for increased effect	[Eclipse, p.17]	Corrupted for Decreased Cost (Equipage)	[Eclipse, p.22]
(Specialized towards Warcraft)		Create Relic	[Eclipse, p.29]
(+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.		(6 CP). Another classical way to create weird and wonderful devices, Create Relic allows you to invest CP directly into items. Each 1 CP permanently invested in such an item grants it 6 CP worth of abilities to bestow on the user. While this is permanently weakens you, and creates items which are intimately tied to you, it does allow the creation of truly impressive devices without having to expend a lot of CP on special abilities. Such items are very good links to you for certain magical activities.	
		+4 racial bonus on saves against sleep and paralysis	[DS, web]
		Enthusiast	[Eclipse, p.31]
		(3 CP). Enthusiast grants 1 floating CP. Given 72 hours to retrain and redirect it you may put it into anything you please save for Specific Knowledges (page 10), boosting that ability until you turn your enthusiasm in another direction.	
		Enthusiast ~ Double	[Eclipse, p.31]
		(+3 CP) upgrades Enthusiast so that it grants 2 floating CP instead of 1.	
		Enthusiast ~ Adaptation	[Eclipse, p.31]
		(+3 CP) allows the user to redirect a CP in a mere 1d4+1 hours.	
		Equipage	[Eclipse, p.31]
		A character with Equipage can always find minor items (With a maximum value of 2 gp per level per week) on his or her person. It does not matter if the character is locked naked in a dimesional vault; he or she can always locate the required goods. Sadly, all versions of Equipage are limited to things that the user can reasonable carry; normal humans cannot pull five tons of dirt out of their back pocket just because it's cheap.	
		Equipage ~ Link	[Eclipse, p.31]
		(+3 CP) allows the user to bond with a specific item currently in his or her possession. From then on, the user may pull it out of nowhere on a moment's notice.	
		Equipage ~ Purchasing	[Eclipse, p.31]
		(+6 CP) allows the character to stuff money into his or her pockets and pull out gear in exchange. Availability is up to the GM, who may require Gather Information rolls or a similiar check for exotic items.	
		Lunge	[Eclipse, p.53]
		(6 CP). Add +5 feet to your effective reach. Creatures with tentacles, stretching powers, or very long limbs may take this more than once.	
		Mental Link	[Is This It, Custom]
		You are automatically in Mental Contact with your companions	
		Occult Skill ~ Psychic Ability	[Is This It]
		You have the potential to acquire psychic feats and skills.	
		Occult Skill ~ Psychic Ability ~ Clairsentience	[Is This It]
		You have the potential to learn clairsentience skills.	
		Occult Skill ~ Psychic Ability ~ Pyschoportation	[Is This It]
		You have the potential to learn psychoportation skills.	
		Occult Skill ~ Psychic Ability ~ Telepathy	[Is This It]
		You have the potential to learn telepathy skills.	
		Privilege	[Eclipse, p.40]
		(3 CP). Privilege grants the character special legal and social advantages. The character must define exactly what the privilege is (and preferably how he or she obtained it). The ability to sell restricted goods legally, carry weapons openly about a city, or come and go from the palace make good minor privileges. Characters may also simply come from wealthy families, in which case they're entitled to a few servants and some extra starting cash at lower levels.	
		Privilege ~ Major	[Eclipse, p.40]
		(+3 CP) increases the entitlement to a higher level. Being a guildmaster, high-ranking officer in the army, or powerful bureaucrat are all good examples.	
		Reflex Training (Teleportation grants extra Standard	[Eclipse, p.40]
		Action (WIS times), Opponent drops after melee attack, grants additional attack)	
		(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.	

DISADVANTAGES	
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.	
Obligations (Chosen One)	[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.	
Unarmored	[Eclipse, p.20]
You refuse to use armor for some reason. Characters who already suffer major penalties for wearing armor can't take this disadvantage.	

Arkansas Jones

Illan
RACE
19
AGE
Male
GENDER
Darkvision (60 ft.), Low-light
VISION
Neutral Good
ALIGNMENT
Right
DOMINANT HAND
6' 3"
HEIGHT
220 lbs.
WEIGHT
Blue
EYE COLOUR
SKIN COLOUR
Brown,
HAIR
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE
RESIDENCE
LOCATION
None
REGION

Description:

Enthusiast / Double Plus Adaptation - All Specialized for Relics
Fast Learner - Specialized for Warcraft (2 CP each Level)

Biography:

Notes:

Character Sheet Notes: