

# Tammarac Hawklight

NAME  
d20E3  
CLASS

3000  
EXPERIENCE

# Sean Lujan

PLAYERNAME  
Human  
RACE

Medium  
SIZE

DEITY  
6' 0"  
HEIGHT

195 lbs.  
WEIGHT

Chaotic Good

ALIGNMENT

VISION

3  
Character Level

6000  
NEXT LEVEL

23  
AGE

Male  
GENDER

Brown  
EYES

Streaked Gray in  
Brown,  
HAIR

0  
POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	16	+3	16	+3	16	+3
<b>DEX</b> Dexterity	14	+2	14	+2	14	+2
<b>CON</b> Constitution	14	+2	14	+2	14	+2
<b>INT</b> Intelligence	12	+1	12	+1	12	+1
<b>WIS</b> Wisdom	12	+1	12	+1	12	+1
<b>CHA</b> Charisma	10	+0	10	+0	10	+0

HP		62		WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION		SPEED														
hit points														Walk 30 ft.														
AC		18		:	16	:	14	=	10	+	4	+	0	+	2	+	0	+	0	+	0	+	2		20	-2	0	
armor class		TOTAL			FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL		DEFLECTION		MISC		MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+3	+1	+2	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+3	+1	+2	+0	+0	+0		
<b>WILL</b> (wisdom)	+2	+1	+1	+0	+0	+0		

TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+8	+3	+3	+0	+2	+0
<b>RANGED</b> attack bonus	+7	+3	+2	+0	+2	+0
<b>GRAPPLE</b> attack bonus	+8	+3	+3	+0	+2	+0

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+8	1d3+3	20/x2	5 ft.

*Longsword	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam	
1H-P	+8	1d8+3	2W-P-(OH)	+2	1d8+3
1H-O	+4	1d8+1	2W-P-(OL)	+4	1d8+3
2H	+8	1d8+4	2W-OH	-2	1d8+1
Special Properties					

*Sword, Short	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand	P	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam	
1H-P	+8	1d6+3	2W-P-(OH)	+2	1d6+3
1H-O	+4	1d6+1	2W-P-(OL)	+4	1d6+3
2H	+8	1d6+3	2W-OH	+0	1d6+1
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
*Chain Shirt	Light	+4	+4	-2	20

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	6/3
✓ Acrobatics	DEX	0	= 2	+	-2
✓ Appraise	INT	2	= 1	+	1.0
✓ Athletics	STR	3	= 3	+	2.0
Athletics (Swim)	STR	1	= 3	+	2.0
✓ Craft (Untrained)	INT	1	= 1	+	
✓ Deception	CHA	6	= 0	+	6.0
✓ Endurance	CON	0	= 2	+	-2
✓ Gather Information	CHA	0	= 0	+	
✓ Heal	WIS	2	= 1	+	1.0
Martial Arts (Dexterity Based)	DEX	8	= 2	+	6.0
✓ Perception	WIS	7	= 1	+	6.0
✓ Persuasion	CHA	6	= 0	+	6.0
✓ Ride	DEX	2	= 2	+	
✓ Sense Motive	WIS	7	= 1	+	6.0
✓ Stealth	DEX	0	= 2	+	-2
✓ Survival	WIS	3	= 1	+	2.0
Survival (Find or follow tracks)	WIS	5	= 1	+	2.0
✓ Thievery	DEX	2	= 2	+	
✓ Use Rope	DEX	2	= 2	+	
			=	+	+
			=	+	+

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack	Equipped	1	2.0	2.0	
5 lbs., 1 Bedroll, 1 Flint and Steel					
Bedroll	Backpack	1	5.0	0.1	
Chain Shirt	Equipped	1	25.0	100.0	
Flint and Steel	Backpack	1	0.0	1.0	
Longsword	Equipped	1	4.0	15.0	
Sword, Short	Equipped	1	2.0	10.0	
TOTAL WEIGHT CARRIED/VALUE			38 lbs. 128.1 gp		

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

Special Attacks	
<b>Enhanced Strike, Crushing</b>	[Eclipse, p.51]
applies all damage from an entire attack sequence as a single attack.	
<b>Enhanced Strike, Whirlwind</b>	[Eclipse, p.51]
allows the user to make a single full-BAB attack against every target within reach.	
<b>Warcraft</b>	[Eclipse, p.10]
+3 BAB	

Special Qualities	
<b>Armor Proficiency (Light)</b>	[Eclipse, p.49]
Proficient with Light Armors	
<b>Weapon Proficiency (All Simple and Martial Weapons)</b>	[Eclipse, p.49]
Grants Proficiency with all simple and martial weapons.	
+7/+2+7/+2	

Feats	
<b>Feat Conversion to CP - 6 (3x)</b>	[Eclipse, p.9]
Covert regular feat to six Character Points	

PROFICIENCIES
Axe (Throwing), Battleaxe, Chakram, 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, Orc

TEMPLATES
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## Recurring Bonuses

### Duties

[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 (HD)

[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 (Gambler)

[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.

### Obligations (Debt to Loan Shark)

[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.

### Untrustworthy

[Eclipse, p.20]

You're hopelessly shifty, have an odd aura, or just give the impression that you're guilty or up to something all the time. As a rule, nobody will take your word for anything, the local city guards tend to blame anything that happens in the vicinity on you, and you'll have to pay in advance most of the time. Do not try to be the party spokesman. It just won't work out.

## Eclipse Abilities

### Adept (Deception, Martial Arts, Perception, Persuasion)

[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.

### Bonus Attack / Off-Hand

[Eclipse, p.51]

Grants an Additional Attack for an Off-Hand

### Damage Reduction 3/- (ALL)

[Eclipse, p.29]

This applies to all damage sources, including magical and energy-based attacks. Characters commonly specialize it by applying it only towards physical attacks, energy attacks, magical attacks, or another GM-approved specialty. The Corrupted modifier can be added by leaving an additional common "hole" in your defenses. For example, silver weaponry or fire spells would apply to physical reduction or magic defenses, respectively. ! You may take this ability multiple times. Each time, you add another type of damage reduction.

## Martial Arts

### Attack (2x)

[Eclipse, p.81]

You get a +1 bonus on rolls to Attack, Throw, Grapple, and Trip opponents.

### Defenses (2x)

[Eclipse, p.81]

You gain +1 bonus to AC when you are unarmored or lightly armored.

## Notes:

Character Sheet Notes: