

Warrick

NAME

d20E1 d10E3

6000

CLASS

EXPERIENCE

4

10000

Character Level

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	16	+3	16	+3	16	+3
DEX Dexterity	17	+3	17	+3	17	+3
CON Constitution	12	+1	12	+1	12	+1
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	10	+0	10	+0	10	+0

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE  
(constitution)

+2

=

+1

+

+1

+

+0

+

+0

+

+0

+

REFLEX  
(dexterity)

+7

=

+4

+

+3

+

+0

+

+0

+

+0

+

WILL  
(wisdom)

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE  
attack bonus

+11

=

+4

+

+3

+

+0

+

+4

+

+0

+

RANGED  
attack bonus

+11

=

+4

+

+3

+

+0

+

+4

+

+0

+

GRAPPLE  
attack bonus

+11

=

+4

+

+3

+

+0

+

+4

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+11	1d3+3	20/x2	5 ft.

*Scimitar		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	S	M	15-20/x2	5 ft.
To Hit		Dam		To Hit		Dam
1H-P	+12	1d6+4	2W-P-(OH)	+6	1d6+4	
1H-O	+8	1d6+2	2W-P-(OL)	+8	1d6+4	
2H	+12	1d6+5	2W-OH	+2	1d6+2	

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

Calvin

PLAYERNAME

Human

Medium

5' 11"

159 lbs.

VISION

RACE

SIZE

HEIGHT

WEIGHT

0

23

Male

Blue

Brown,

POINTS

AGE

GENDER

EYES

HAIR

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

HP  
hit points

52

AC  
armor class

21

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

+5

=

+3

+

+2

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK  
bonus

+4

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	7/3.5
✓ Acrobatics	DEX	6	=	3	+ 5.0	+ -2
✓ Appraise	INT	1	=	1	+	+
✓ Athletics	STR	1	=	3	+	+ -2
✓ Athletics (Swim)	STR	-1	=	3	+	+ -4
✓ Craft (Untrained)	INT	1	=	1	+	+
✓ Deception	CHA	4	=	0	+ 6.0	+ -2
✓ Deception (Act in character)	CHA	6	=	0	+ 6.0	+
✓ Endurance	CON	-1	=	1	+	+ -2
✓ Gather Information	CHA	-2	=	0	+	+ -2
✓ Heal	WIS	1	=	1	+	+
✓ Insight	WIS	1	=	1	+	+
✓ Martial Arts (Dexterity Based)	DEX	10	=	3	+ 7.0	+
✓ Perception	WIS	8	=	1	+ 7.0	+
✓ Persuasion	CHA	6	=	0	+ 6.0	+
✓ Ride	DEX	3	=	3	+	+
✓ Stealth	DEX	1	=	3	+	+ -2
✓ Survival	WIS	1	=	1	+	+
✓ Survival (Find or follow tracks)	WIS	3	=	1	+	+ 2
✓ Thievery	DEX	13	=	3	+ 7.0	+ 3
✓ Thievery (Sleight of Hand)	DEX	15	=	3	+ 7.0	+ 5
✓ Use Rope	DEX	3	=	3	+	+
			=		+	+
			=		+	+

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Chain Shirt	Equipped	1	25.0	100.0	
Scimitar	Equipped	1	4.0	15.0	
Scimitar	Equipped	1	4.0	15.0	
TOTAL WEIGHT CARRIED/VALUE			33 lbs. 130.0 gp		

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

Special Attacks	
<b>Augment Attack / +1 Damage (Scimitar)</b>	[Eclipse, p.50]
increase damage by +1 per time taken	
<b>Warcraft</b>	[Eclipse, p.10]
+4 BAB	
<b>Warcraft / +1 to Weapon, no bab (Scimitar)</b>	[Eclipse, p.10]

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

Recurring Bonuses	
<b>Duties (Dragon's Wing Guild)</b>	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+8 total CP].	
<b>Restrictions (Can't murder in cold blood)</b>	[Eclipse, p.17]
You have specified restrictions. Gain 1 CP per level per restriction. [+4 total CP].	

DISADVANTAGES	
<b>Hunted (GM Choice)</b>	[Eclipse, p.19]
Something powerful is hunting you.	
<b>Inept (Charisma)</b>	[Eclipse, p.19]
You have a -2 to selected group of skills.	
<b>Irreverent (Deities)</b>	[Eclipse, p.19]
You do not believe in a higher power.	

Eclipse Abilities	
<b>Character Points Total</b>	[Eclipse]
Character Points Total 166, Bonus Feats have added 24 CP, Disadvantages have added 10 CP, Duties adds 8 CP, Restrictions adds 4 CP, HD 10 deducts 18 CP, HD 20 deducts 16 CP	
<b>Augment Attack (d8 when weilding two scimitars)</b>	[Eclipse, p.50]
(3 CP). Augment Attack grants +1d6 damage or +1 to hit in some specific situation (essentially, this feat is already "Specialized"), per 3 CP invested (a mere +1 damage costs 1 CP and +1d8 costs 4 CP). Characters may double the cost to make the situation relatively common or triple it to make it very common (e.g., with a particular type of weapon which you almost always use). No character may possess more than 36 CP worth of basic augmentations.	
<b>Block / Melee</b>	[Eclipse, p.50]
Block lets a character counter an incoming melee 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. Attackers may give up part of their BAB to increase the Block save DC on a 1-to-1 basis.	
<b>Bonus Attack / Off-Hand Attack</b>	[Eclipse, p.51]
Grants an Additional Attack for an Off-Hand	
<b>Defender / Natural Armor (2x)</b>	[Eclipse, p.51]
+1 to Natural AC Bonus [Total +2].	
<b>Improved Critical (Scimitar)</b>	[Eclipse, p.53]
(6 CP). Improved Critical doubles a specific weapon's critical threat range.	
<b>Improved Initiative</b>	[Eclipse, p.53]
+2 to initiative each time taken [+2 Bonus]	
<b>Skill Focus +3 (Thievery)</b>	[Eclipse, p.44]
+3 bonus to any single skill. Skill Focus stacks with Skill Emphasis.	

Martial Arts	
<b>Martial Arts Basic / Attack (4x)</b>	[Eclipse, p.81]
Gain additional +1 each time taken [currently +4] bonus on rolls to Attack, Throw, Grapple, and Trip opponents.	
<b>Martial Arts Basic / Defenses (2x)</b>	[Eclipse, p.81]
Gain additional +1 each time taken [currently +2] bonus to AC when you are unarmored or lightly armored.	

Feats	
<b>Feat Conversion to CP ~ 6</b>	[Eclipse, p.9]
Covert regular feat to six Character Points	

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

LANGUAGES
Common

TEMPLATES
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