

Darius De Tanga

Character Name

d8E 4

CLASS

4 (4)

Character Level (CR)

6000 / 10000

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
<b>STR</b> Strength	14		+2		
<b>DEX</b> Dexterity	10		+0		
<b>CON</b> Constitution	12		+1		
<b>INT</b> Intelligence	16	20	+5		
<b>WIS</b> Wisdom	14		+2		
<b>CHA</b> Charisma	16		+3		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
<b>FORTITUDE</b> (constitution)	+4	= +2	+ +1	+ +0	+ +1	+ +0		
<b>REFLEX</b> (dexterity)	+3	= +2	+ +0	+ +0	+ +1	+ +0		
<b>WILL</b> (wisdom)	+5	= +2	+ +2	+ +0	+ +1	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+6/+1	= +7/+2	+ +2	+ +0	+ -3	+ +0	
<b>RANGED</b> attack bonus	+2/-3	= +7/+2	+ +0	+ +0	+ -5	+ +0	
<b>GRAPPLE</b> attack bonus	+6/+1	= +7/+2	+ +2	+ +0	+ -3	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+6/+1	1d3+2	20/x2	5 ft.

*Baelrigor (Greatsword)			HAND	TYPE	SIZE	CRITICAL	REACH
			Both	S	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit			Dam	
2H	+10/+5	2d6+3	2W-OH	N/A			N/A
Special Properties		(A sword granting +9 points worth of a sword-based martial art, corrupted for increased effect/only while using the blade (provides an effective +14 or seven extra martial abilities in total))					

\*: 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
*Shimmer Mail		+6		+0	0
This mail is as light as normal clothing. It has no armor check penalty, max Dex bonus, or arcane failure, but has a +6 armor bonus.					

Andrew

Player Name

Human (Order) / Humanoid

RACE

20

AGE

Male

GENDER

WOUNDS/CURRENT HP

HP

30

hit points

AC

20

armor class

TOTAL

FLAT

20

TOUCH

10

BASE

10

ARMOR BONUS

6

SHIELD BONUS

4

STAT

0

SIZE

0

NATURAL ARMOR

0

REFLECTION

0

DODGE

0

Morale

0

Insight

0

Sacred

0

Profane

0

MISC

0

INITIATIVE

modifier

+0

TOTAL

DEX MODIFIER

+0

MISC MODIFIER

+0

MISS CHANCE

0

Arcane Spell Failure

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

Order

Deity

Medium / 5 ft.

SIZE / FACE

5' 11" / 176 lbs.

HEIGHT / WEIGHT

None

Alignment

Normal

VISION

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 60 ft.

TOTAL SKILLPOINTS: 96				SKILLS				MAX RANKS: 7/3.5			
SKILL NAME				KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER			
✓	Appraise			INT	6	=	5		+	1	
✓	Balance			DEX	1	=	0		+	1	
✓	Bluff			CHA	4	=	3		+	1	
✓	Climb			STR	3	=	2		+	1	
✓	Concentration			CON	2	=	1		+	1	
✓	Craft (Untrained)			INT	5	=	5				
✓	Diplomacy			CHA	15	=	3	+	7	+	5
✓	Disguise			CHA	4	=	3		+	1	
✓	Escape Artist			DEX	1	=	0		+	1	
✓	Forgery			INT	6	=	5		+	1	
✓	Gather Information			CHA	9	=	3	+	5	+	1
✓	Heal			WIS	3	=	2		+	1	
✓	Hide			DEX	1	=	0		+	1	
✓	Intimidate			CHA	4	=	3		+	1	
✓	Jump			STR	15	=	2		+	13	
	Knowledge (Arcana)			INT	10	=	5	+	4	+	1
	Knowledge (Architecture and Engineering)			INT	9	=	5	+	3	+	1
	Knowledge (Geography)			INT	9	=	5	+	3	+	1
	Knowledge (History)			INT	9	=	5	+	3	+	1
	Knowledge (Nature)			INT	9	=	5	+	3	+	1
	Knowledge (Nobility and Royalty)			INT	9	=	5	+	3	+	1
	Knowledge (Religion)			INT	9	=	5	+	3	+	1
	Knowledge (The Planes)			INT	9	=	5	+	3	+	1
✓	Listen			WIS	3	=	2		+	1	
✓	Move Silently			DEX	1	=	0		+	1	
✓	Ride			DEX	1	=	0		+	1	
✓	Search			INT	6	=	5		+	1	
✓	Sense Motive			WIS	10	=	2	+	7	+	1
✓	Spot			WIS	3	=	2		+	1	
✓	Survival			WIS	3	=	2		+	1	
✓	Swim			STR	3	=	2		+	1	
	Theurgical Noun (Air)				7	=	0	+	1	+	6
	Theurgical Noun (Body)				13	=	0	+	7	+	6
	Theurgical Noun (Earth)				7	=	0	+	1	+	6
	Theurgical Noun (Fire)				7	=	0	+	1	+	6
	Theurgical Noun (Illusion)				7	=	0	+	1	+	6
	Theurgical Noun (Magic)				13	=	0	+	7	+	6
	Theurgical Noun (Mind)				13	=	0	+	7	+	6
	Theurgical Noun (Plant)				7	=	0	+	1	+	6
	Theurgical Noun (Space)				7	=	0	+	1	+	6
	Theurgical Noun (Spirit)				7	=	0	+	1	+	6
	Theurgical Noun (Time)				13	=	0	+	7	+	6
	Theurgical Noun (Water)				7	=	0	+	1	+	6
	Theurgical Verb (Control)				13	=	0	+	7	+	6
	Theurgical Verb (Creation)				13	=	0	+	7	+	6
	Theurgical Verb (Destruction)				7	=	0	+	1	+	6
	Theurgical Verb (Healing)				13	=	0	+	7	+	6
	Theurgical Verb (Transformation)				7	=	0	+	1	+	6
	Theurgical Verb (Understanding)				13	=	0	+	7	+	6
✓	Use Rope			DEX	1	=	0		+	1	
						=		+		+	
						=		+		+	
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.											

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Baelrigor (Greatsword)	Equipped	1	0	0
(A sword granting +9 points worth of a sword-based martial art, corrupted for increased effect/only while using the blade (provides an effective +14 or seven extra martial abilities in total))				
Helm of War	Equipped	1	0	0
This provides Heavy Fortification; each time it's called upon to prevent an effect it costs a charge. Helms typically hold 2d4 charges, regaining one per week.				
Mage Tether	Equipped	1	0	0
This charm lets the user call for the animal whose hair was used to make it. If it's within two miles it will come as quickly as it reasonably can. As a side effect the user gets a +2 bonus on ride and handle animal rolls involving the animal in question.				
Ruby Tongue of the Sorcerer	Equipped	1	0	0
(a ruby amulet granting Improved Power Words, Corrupted/only for storing spells the user personally supplies.				
Scholar's Eyes (Greater)	Equipped	1	0	0
Shimmer Mail	Equipped	1	0	0
This mail is as light as normal clothing. It has no armor check penalty, max Dex bonus, or arcane failure, but has a +6 armor bonus.				
Captain's Torc, Talisman	Equipped	1	0	0
This neckpiece amplifies sound and thus provides both a +4 bonus to Listen checks and great volume to the user's voice, allowing him or her to be clearly heard at considerably greater distances. They do, however, have the unfortunate side effect of a -1 on saving throws versus sonic attacks. They're fairly popular with orators, actors and, of course, military commanders. Talismanic versions allow their wearers to channel the sound of their voice to specific locations within 60 feet.				
Hidden Pocket, Talisman	Equipped	1	0	0
These warp space slightly, allowing them to hold about 15 pounds worth of gear without any noticeable weight - or bulk. The access point can be a mere slit, and is usually concealed in a sleeve, fold of cloth, belt, or similar location.				
Sunstone, Talisman	Equipped	1	0	0
These modest opals store sunlight, to be reemitted on command - illuminating a ten-foot radius with full daylight and dimly lighting the area for some distance beyond that. This is true sunlight, and so can deter a variety of undead and other mystical menaces. Unfortunately, while such stones absorb sunlight from an area about a foot across during the day, they emit it in a ten foot radius - and so will discharge an entire day's accumulation in about five minutes. A sunstone has a maximum capacity of 4D6+6 minutes, depending on the size and quality of the stone. Can be made to emit ten minutes worth at once as a single ray of Searing Light (at CL5). Since this is stored natural sunlight spell resistance does not apply. Unfortunately, finding an opal of the size and quality required for a Sunstone Talisman is quite difficult.				
TOTAL WEIGHT CARRIED/VALUE			0 lbs. / 0 gp	

WEIGHT ALLOWANCE			
Light	58	Medium	116
Lift over head	175	Lift off ground	350
		Heavy	175
		Push / Drag	875

LANGUAGES	
Common	

Special Attacks	
Warcraft	[Eclipse, p.10]
+1 BAB	
Warcraft / Spec for Melee (2x)	[Eclipse]

Special Qualities	
Armor Proficiency (Light)	[Eclipse, p.49]
Proficient with Light Armors	
Charms and Talismans	[TPE]
You own 1 charms & 5 talismans	
Humanoid Traits	[RSRD, TypesSubtypesAbilities.rtf]
Humanoids eat/sleep/breathe	
Wealth Level / 05 Affluent	[TPE, p.187]
You're a midlevel noble, colonial governor, run a sizable business, guild, or great estate, are backed by a king, have rifled some notable treasure hordes, have backing from a extraplanar entity, or are a supported member of a major court. A manor, several houses, mystical tower, splendid apartments, or fine mansion is probably in order.	
Wealth Level Perk / Armor, Shields, and Weapons	[TPE, p.187]
Are all treated as being "masterwork." The character can readily afford to buy specialized equipment from high-quality crafters.	
Wealth Level Perk / Legal Privileges	[TPE, p.187]
Characters at this level enjoy a good deal of leeway about things like the use of deadly force against an "attacker," carrying armor, shields, and weapons, or riding in the city streets, and will virtually always get the benefit of the doubt unless the other side is even richer. It's also almost impossible to drive you insane; you're usually limited to eccentric.	
Wealth Level Perk / Magical Items	[TPE, p.187]
Five charms and two talismans.	
Wealth Level Perk / Mounts, Pets, and Familiars	[TPE, p.187]
You can afford exotic pets, like fine hawks and rare imported animals. Trained warbeasts, chargers, and packtrains are at your disposal.	
Wealth Level Perk / Retainers	[TPE, p.187]
You may have a couple of competent and loyal guards and assistants, possibly connections with an eccentric hedge wizard or minor priest (these are often related to you, and prone to sending you on odd missions or having weird visions), and quite a few employees and general gofers.	
Wealth Level Perk / Skill Bonuses	[TPE, p.187]
Characters who level at this wealth level gain an extra skill point each time.	
Weapon Proficiency (All Simple and Martial Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple and martial weapons.	

Recurring Bonuses	
Duties (To the Empire)	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+8 total CP].	
Fast Learner (Focused on Skills / L-2)	[Eclipse, p.17]
+2 CP towards Skills per level. [+14 total Skill Points Granted].	

DISADVANTAGES	
Compulsive (Prove he is a worthy successor of his family name)	[Eclipse, p.18]
You have the listed compulsions.	
History	[Eclipse, p.19]
You have a written history for the GM.	
Valuable	[Eclipse, p.20]
You have value to others.	

Spell Caster Information	
Theurgist	[Eclipse, p.11]
Theurgist Caster level is 3	

Eclipse Abilities	
<b>Character Points Total</b>	<b>[Eclipse]</b>
Character Points Total 156, Bonus Feats have added 18 CP, Disadvantages have added 10 CP, Duties adds 8 CP,   HD 8 deducts 16 CP	
<b>Adept (Theurgical Verb (Control), Theurgical Verb (Creation), Theurgical Verb (Healing), Theurgical Verb (Understanding))</b>	<b>[Eclipse, p.24]</b>
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
<b>Assistance</b>	<b>[Eclipse, p.24]</b>
(6 CP). Your "Aid Another" actions provides a +4 bonus, instead of the usual +2.	
<b>Augmented Bonus (Uses Int Mod as a Base for Theurgy Skills, Add Cha Mod to Skills)</b>	<b>[Eclipse, p.25]</b>
(6 CP). You may add a second attribute bonus to the usual one in some specific situation, such as with a skill or set of linked skills, with a specified type of weapon, or against a type of foe.	
<b>Augmented Bonus / Add Cha Stat to Skill Points</b>	<b>[Eclipse, p.25]</b>
Adds Cha to Skill Points.	
<b>Augmented Bonus / Add Int Base to Theurgy Skills</b>	<b>[Eclipse, p.25]</b>
Adds INT bonus to AC.	
<b>Base Caster Level ~ Specialized ~ Theurgist (3x)</b>	<b>[Eclipse, p.11]</b>
<b>Contacts (Imperial Scholar, Merchant)</b>	<b>[Eclipse, p.28]</b>
(1 CP each). Contacts are simply (reasonably) reliable individuals in particular businesses, or with a particular set of skills, which the character knows. For example, a character might know a reliable fence, a poison merchant, a skillful alchemist, and an expert appraiser. Another might know a wise old priest, a good scribe, and a translator of rare languages and inscriptions. A contact can be discarded and replaced (or regained later) in 1d4 weeks.	
<b>Enthusiast</b>	<b>[Eclipse, p.31]</b>
Gain 1 floating CP to spend anywhere. May change focus in 72 hours.	
<b>Enthusiast / Double</b>	<b>[Eclipse, p.31]</b>
(+3 CP) upgrades Enthusiast so that it grants 2 floating CP instead of 1.	
<b>Innate Enchantment</b>	<b>[Eclipse, p.34]</b>
adds innate power that may duplicate the effects of a magical item or items valued at up to 5000 GP [Currently at 7000 GP] (according to the standard d20 rules). The character must pay twice the normal experience point cost to create said item. For every +1 additional CP invested, these innate enchantments rise in value by 1000 GP. [Additional Total Granted 2000]	
<b>Innate Enchantment / Enhanced Attribute (+2 Charisma)</b>	<b>[Eclipse]</b>
[At Will] Grants +2 Enhancement Bonus to Charisma	
<b>Innate Enchantment / Force Shield I</b>	<b>[Eclipse]</b>
[At Will] As Shield Spell, grants +4 Shield AC.	
<b>Innate Enchantment / Inspiring Word</b>	<b>[Eclipse]</b>
provides a +1 Morale Bonus on saves, attacks, checks, and damage (Unlimited Use-Activated, L1 at CL1, Personal Only, 1400 GP).	
<b>Innate Enchantment / Martial Mastery (Greatsword)</b>	<b>[Eclipse]</b>
+4 Competence Bonus to BAB with Unarmed Strikes (or with another specific weapon).	
<b>Innate Enchantment / Personal Haste</b>	<b>[Eclipse]</b>
You move and attack more quickly than usual, gaining one extra attack at your full BAB when taking the full attack option and a +30 foot Enhancement bonus to all of your movement rates, although this may not more than double any one of them.	
<b>Leadership</b>	<b>[Eclipse, p.35]</b>
(6 CP). You have relatively obedient followers who are willing to follow your orders. By default they're of your general type, but with +3 CP and the Game Master's permission you may command an exotic race, undead, elementals, demons or other outsiders appropriate to your nature, or even (for another +3 CP) animated objects or other constructs. In any case, you gain followers with a total ECL of (2 x [your level + your Cha Mod]). While none of them can have an ECL greater than (your character level - 3) or less than 1, you may otherwise allocate levels, and describe their personality traits and areas of expertise, as desired. Their equipment is up to the GM, but is usually typical for NPCs. Their levels may be increased, or additional followers may be added, as you go up in level; the Game Master should make adjustments. While followers are not slavishly loyal unless the character truly deserves such loyalty, they are reliable within reason. Lost followers can be replaced as long as the character is making a reasonable effort to do so and isn't abusing his or her followers; this will usually require 2d6 months.	
<b>Luck</b>	<b>[Eclipse, p.36]</b>
A lucky character may either "Take 20" in advance, without taking extra time and whether or not this would usually be allowed, or reroll after the primary roll once per day. Most characters also get Bonus Uses.	
<b>Spell Levels (2x)</b>	<b>[Eclipse, p.36]</b>
Grants 4d4 Spell Levels	
<b>Mindspeech</b>	<b>[Eclipse, p.37]</b>
(6 CP). You gain the ability to send and receive thoughts with willing (or at least not unwilling) targets within a 60' radius	
<b>Mystic Link (Yolande (Wife))</b>	<b>[Eclipse, p.38]</b>
(3 CP) A character with Mystic Link has an occult bond with someone or something. He or she may sense the target or the direction it lies in. You may take this ability multiple times. Each time, you create a separate mystic link. Upgrades apply to all your Mystic Link powers.	
<b>Mystic Link / Communications</b>	<b>[Eclipse, p.38]</b>
(+3 CP) allows the user to communicate with the target. This normally only works with living targets, although computers and sentient magic items are eligible.	
<b>Mystic Link / Power Link</b>	<b>[Eclipse, p.38]</b>
(+3 CP) allows user to use spells or other powers on the target, or have the target use spells or other powers on him or her regardless of range. Inanimate power sources can simply be tapped as if they were in hand.	
<b>Privilege (Noble of the Empire)</b>	<b>[Eclipse, p.40]</b>
(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.	
<b>Privilege (Imperial Patron)</b>	<b>[Eclipse, p.40]</b>
(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.	
<b>Privilege / Major</b>	<b>[Eclipse, p.40]</b>
(+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.	
<b>Reflex Training (???)</b>	<b>[Eclipse, p.40]</b>
Gain immediate standard action from listed circumstances	

PROFICIENCIES
Axe (Throwing), Battleaxe, Boulder, Chisa-Katana, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Katana, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Martial Weapon, Morningstar, Nodachi, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Wakizashi, Waraxe (Dwarven), Warhammer, Yari

TEMPLATES
Order Birthright



06 | Mindspeech  
02 | Contacts (2 CP): An Imperial Scholar type for information and a merchant who is willing to market goods for you without charging too horrific a commission.  
03 | Favors (3 CP): Through your family or from political backers.  
03 | +2 Bonus Uses for Luck (3 CP).  
09 | Mystic Link (Marriage Vows, 3 CP). + Identity  
06 | Augmented Bonus: Add Charisma Bonus to skill points

quote:

For relics... I'd suggest a Baelrigor (A sword granting +9 points worth of a sword-based martial art, corrupted for increased effect/only while using the blade (provides an effective +14 or seven extra martial abilities in total) and the Ruby Tongue of the Sorcerer (a ruby amulet granting Improved Power Words, Corrupted/only for storing spells the user personally supplies).

This leaves at least 17 CP free - some of which are presumably wanted for skills (since Theurgy depends on them rather heavily).

Charms (these generally equate to the Talismanic versions): Captain's Torc, Hidden Pocket, Mage Tether (+4 bonus), Lifestone (adds DR 1/-), and Sunstone.

Talismans: Greater Scholars Eye (+4 Int, this does affect SP as long as the usage is throughout a level), Helm of War (regains 1 charge/day), and Shimmer Mail (+6 Bonus).

## Biography: