

Cleatus

CHARACTER NAME

d10E 2

CLASS

2

1000 / 3000

Character Level

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	14		+2		
DEX Dexterity	16		+3		
CON Constitution	14		+2		
INT Intelligence	13		+1		
WIS Wisdom	13		+1		
CHA Charisma	10		+0		

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

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+5	= +3	+2	+0	+0	+0	
RANGED attack bonus	+6	= +3	+3	+0	+0	+0	
GRAPPLE attack bonus	+5	= +3	+2	+0	+0	+0	

*Longbow (Strength)				HAND	TYPE	SIZE	CRITICAL	REACH
				Both	P	M	20/x3	5 ft.
	30 ft.	100 ft.	200 ft.	300 ft.		400 ft.		
TH	+8	+8	+6	+4		+2		
Dam	1d8+2	1d8+2	1d8+2	1d8+2		1d8+2		
Special Properties								

Longsword				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	S	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit		Dam		
1H-P	+7	1d8+2	2W-P-(OH)	+1		1d8+2		
1H-O	+3	1d8+1	2W-P-(OL)	+3		1d8+2		
2H	+7	1d8+3	2W-OH	-3		1d8+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
*Leather	Light	+2	+6	+0	10
Buckler	Shield	+1		-1	5

Conor

PLAYER NAME

Human

RACE

Medium

SIZE

6' 2"

HEIGHT

Blue

EYES

25

AGE

Male

GENDER

HP hit points	22		WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED Walk 30 ft., Swim 20 ft.												
AC armor class	15	12	13	=	10	+ 2	+	0	+	3	+	0	+	0	+	0	+	0			10	+0	0				
TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL ARMOR		DEFLECTION		MISS CHANCE		ARCANE SPELL		ARMOR CHECK		SPELL RESIST	

INITIATIVE modifier	+3	=	+3	+	+0
	TOTAL		DEX MODIFIER		MISC MODIFIER
BASE ATTACK bonus	+3				

None

REGION

210 lbs.

WEIGHT

Black

HAIR

Neutral Good

ALIGNMENT

Normal

VISION

POINTS

TOTAL SKILLPOINTS: 26		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS: 5/2.5
✓	Acrobatics	DEX	8	=	3	+	5		
✓	Appraise	INT	1	=	1				
✓	Athletics	STR	7	=	2	+	5		
✓	Athletics (Swim (Avoid taking nonlethal fatigue damage))	STR	7	=	2	+	[5]		
✓	Athletics (Swim)	STR	15	=	2	+	[5]	+	8
✓	Craft (Untrained)	INT	1	=	1				
✓	Deception	CHA	0	=	0				
✓	Endurance	CON	2	=	2				
✓	Gather Information	CHA	0	=	0				
✓	Heal	WIS	1	=	1				
✓	Insight	WIS	1	=	1				
	Knowledge (Geography)	INT	6	=	1	+	5		
✓	Perception	WIS	6	=	1	+	5		
✓	Persuasion	CHA	0	=	0				
	Profession (Sailor)	WIS	6	=	1	+	5		
✓	Ride	DEX	3	=	3				
	Rune Casting (Water)		6	=	0	+	5	+	1
	Rune Mastery (Water)		6	=	0	+	5	+	1
✓	Stealth	DEX	3	=	3				
✓	Survival	WIS	9	=	1	+	5	+	3
✓	Survival (Find or follow tracks)	WIS	11	=	1	+	[5]	+	5
✓	Survival (Lost/Natural hazards)	WIS	11	=	1	+	[5]	+	5
✓	Thievery	DEX	3	=	3				
✓	Use Rope	DEX	3	=	3				
				=	+		+		
				=	+		+		
✓/: can be used untrained. X: exclusive skills. *: Skill Mastery.									

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Longbow (Strength)	Equipped	1	3.0	75.0
0 lbs.				
Longsword	Carried	1	4.0	15.0
Buckler	Carried	1	5.0	15.0
Leather	Equipped	1	15.0	10.0
TOTAL WEIGHT CARRIED/VALUE			27 lbs.115.0 gp	

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

LANGUAGES				
Common				

Special Attacks	
Warcraft +3 BAB	[Eclipse, p.10]
Warcraft / Weapon Focus (Longbow, Longsword) Increase selected weapon to hit by +1	[Eclipse, p.10]
Warcraft / Weapon Focus, Greater (Longsword, Longbow) Increase selected weapon to hit by +1	[Eclipse, p.10]

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -2, Dying -3 and Dead -15	
Armor Proficiency (Light)	[Eclipse, p.49]
Proficient with Light Armors	
Armor Proficiency (Shields)	[Eclipse, p.49]
Proficient with Shields	
Starting Wealth / Common Skills (Profession (Sailor), Profession (Sailor), Profession (Sailor), Profession (Sailor))	[dhg_tpe, p.186]
+4 SP to be spent on background skills (usually Craft or Profession skills).	
Wealth Level / 03 Common	[dhg_tpe, p.186]
You live decently, and can even afford a bit of education, a few books, a larger family, and good tools. If you decide to "go adventuring" you can afford basic equipment, although usually not an especially wide assortment of it. This is the most common default starting point for characters from the lower classes, implying a reasonably successful career as a craftsman, lesser crook, farmer, guard, or whatever.	
Wealth Level Perk / Armor, Shields, and Weaponry	[dhg_tpe, p.186]
You can afford light armor, shields, common, inexpensive, weapons (shortswords, short bows, javelins, etc) and equipment of ordinary quality.	
Wealth Level Perk / Magical Items	[dhg_tpe, p.186]
Normally three minor "charms." At least at first, these will usually be utilitarian, but the definition of "utilitarian" can vary a good deal depending on the character's background.	
Wealth Level Perk / Mounts, Pets, and Familiars	[dhg_tpe, p.186]
You can obtain common animals, a light riding horse (likely a bit long in the tooth, but serviceable) and a healthy mutt to act as a guard dog. "Noble" animals, including hawks, purebred hounds, hunting cats, warhorses and exotic imports, are still out of reach.	
Wealth Level Perk / Retainers	[dhg_tpe, p.186]
You may have a house- or errand-boy and know an old woman or man who purports to be a witch. For the most part you won't know anyone the least bit important.	
Wealth Level Perk / Training	[dhg_tpe, p.186]
Any character who levels while at this wealth level gains no special benefits, and suffers no unusual penalties.	
Weapon Proficiency (All Simple and Martial Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple and martial weapons.	

Recurring Bonuses	
Duties (TBD)	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+4 total CP].	
Fast Learner (Focused on Skills /Human) (Child)	[Eclipse, p.17]
+2 CP towards Skills per level. [+10 total Skill Points Granted].	

DISADVANTAGES	
Broke	[Eclipse, p.18]
You start with less starting money.	
History	[Eclipse, p.19]
You have a written history for the GM.	
Obligations (Must take care of family)	[Eclipse, p.19]
You have the listed obligations.	

Spell Caster Information	
Rune Casting	[Eclipse]
Your caster level is your Rune Casting Skill/2, your Spell Level is based upon your Rune Mastery Skill/4. Each Spell Level costs 1 mana to cast.	
Rune Casting (Water)	[Eclipse, p.97]
Your caster level is 3 [Rune Casting Skill/2], your Spell Level is 2 [Rune Mastery Skill/4]. Each Spell Level costs 1 mana to cast.	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 104, Bonus Feats have added 18 CP, Disadvantages have added 10 CP, Duties adds 4 CP, HD 10 deducts 12 CP	
Adept (Acrobatics, Athletics, Perception, Survival)	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Celerity (Swim)	[Eclipse, p.27]
Add +10' to a movement mode	
Celerity / Additional	[Eclipse, p.27]
Gain Additional movement modes.	
Mana / Mana (2x)	[Eclipse, p.36]
Grants 2d6 Mana; Mana can help with spellcasting. Unfortunately, while Mana is extremely flexible, it recovers at a mere one point per day, two with rest and meditation.	
Spell Enhancement	[Eclipse, p.36]
You may spend up to three points of personal Mana to enhance a spell. Each point may be used to reduce the effective level of a spell (for casting purposes only) by 1, to add 1 level's worth of known metamagic to it, or to increase the effective Caster Level by +2.	
Skill Focus +3 (Survival)	[Eclipse, p.44]
+3 bonus to any single skill. Skill Focus stacks with Skill Emphasis.	

PROFICIENCIES				
Axe (Throwing), Battleaxe, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Giant Rock, 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				

TEMPLATES				
Son of Poseidon				