

Galen FireForge

Character Name

d10E 3

CLASS

3 (3)

Character Level (CR)

3000 / 6000

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	12		+1		
DEX Dexterity	12		+1		
CON Constitution	12		+1		
INT Intelligence	12		+1		
WIS Wisdom	12		+1		
CHA Charisma	12		+1		

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

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+4	= +0	+ +1	+ +0	+ +3	+ +0	
RANGED attack bonus	+1	= +0	+ +1	+ +0	+ +0	+ +0	
GRAPPLE attack bonus	+1	= +0	+ +1	+ +0	+ +0	+ +0	

*: 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
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Tomokun

Player Name

Human / Humanoid

RACE

20

AGE

Male

GENDER

HP
hit points

29

WOUNDS/CURRENT HP

AC
armor class

11

TOTAL

10

FLAT

11

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

1

STAT

0

SIZE

0

NATURAL ARMOR

0

REFLECTION

0

DODGE

0

Morale

0

Insight

0

Sacred

0

Profane

0

MISC

INITIATIVE
modifier

+1

TOTAL

+1

DEX MODIFIER

+0

MISC MODIFIER

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

Deity

None

Region

None

Alignment

Medium / 5 ft.

6' 2" / 216 lbs.

Normal

SIZE / FACE

HEIGHT / WEIGHT

VISION

EYES

HAIR

TOTAL SKILLPOINTS: 23		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS: 6/3	
							RANKS	MISC MODIFIER
✓	Acrobatics	DEX	1	=	1			
✓	Appraise	INT	1	=	1			
	Arcana	INT	9	=	1 + 6 + 2			
✓	Athletics	STR	1	=	1			
✓	Craft (Untrained)	INT	1	=	1			
✓	Deception	CHA	1	=	1			
✓	Endurance	CON	1	=	1			
✓	Gather Information	CHA	1	=	1			
✓	Heal	WIS	1	=	1			
✓	Insight	WIS	1	=	1			
✓	Perception	WIS	7	=	1 + 6			
✓	Persuasion	CHA	1	=	1			
✓	Ride	DEX	1	=	1			
✓	Stealth	DEX	1	=	1			
✓	Survival	WIS	1	=	1			
✓	Survival (Find or follow tracks)	WIS	3	=	1 + 2			
✓	Thievery	DEX	1	=	1			
✓	Use Rope	DEX	1	=	1			
				=	+ +			
				=	+ +			
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.								

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp

WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

LANGUAGES	
Common	

Special Attacks	
Warcraft +0 BAB	[Eclipse, p.10]
Warcraft / Spec for Melee (3x)	[Eclipse]

Special Qualities	
Death and Dying Disabled 0 HP till -1, Dying -2 and Dead -13	[Eclipse]
Armor Proficiency (Heavy) Proficient with Heavy Armors	[Eclipse, p.49]
Armor Proficiency (Light) Proficient with Light Armors	[Eclipse, p.49]
Armor Proficiency (Medium) Proficient with Medium Armors	[Eclipse, p.49]
Humanoid Traits Humanoids eat/sleep/breathe	[PHB, TypesSubtypesAbilities.rtf]
Weapon Proficiency (All Simple, Martial and Exotic Weapons) Grants Proficiency with selected weapons.	[Eclipse, p.49]

Recurring Bonuses	
Duties (Chosen One) You have duties. Grants 2 CP per level. [+6 total CP].	[Eclipse, p.17]

DISADVANTAGES	
History You have a written history for the GM.	[Eclipse, p.19]
Hunted (Tabarath Cult) Something powerful is hunting you.	[Eclipse, p.19]
Valuable You have value to others.	[Eclipse, p.20]

Eclipse Abilities	
Character Points Total Character Points Total 130, Bonus Feats have added 18 CP, Disadvantages have added 10 CP, Duties adds 6 CP, HD 10 deducts 18 CP	[Eclipse]
Adept (Arcana, Perception) Choose four related skills that only cost 1/2 a Character Point for each skill rank.	[Eclipse, p.24]
Create Relic (TBD) (6 CP). Each 1 CP permanently invested in such an item grants it 6 CP worth of abilities to bestow on the user.	[Eclipse, p.29]
Enthusiast Gain 1 floating CP to spend anywhere. May change focus in 72 hours.	[Eclipse, p.31]
Equipage Can find 2 GP/Level worth of equipment 1/week.	[Eclipse, p.31]
Equipage / Purchasing Can stuff money into your pockets and pull out gear in exchange.	[Eclipse, p.31]

The Path of the Dragon	
Shaping (6 CP). Shaping is the art of channeling ambient magic into effects. It allows the user to create effects like those produced by Prestidigitation at will. The character may not use cumulative effects or grant noticeable bonuses to anyone but may perform an immense variety of minor tricks for comfort, convenience, and amusement. As shown on the chart, learning Shaping is the first step along the dragon path.	[Eclipse, p.92]

Way of Inner Fire / Dragonfire (+6 CP, requires Shaping). Dragonfire enables a character to convert spell levels into flame attacks, shields of energy, and the channeling of raw magical power into other beings or items as a Standard Action. Attacks do 1d6 fire damage/spell level sacrificed to a 30' radius area or 2d6/spell level to a single target. Shields cancel a total of 4 points of damage per spell level sacrificed; a character may leave a shield up and do other things, but it lasts only 1 round per spell level. Shields may be used on other characters at ranges of up to 120 feet, provided that the user can see them. Channeling energy into creatures and objects is on a 1-to-1 basis. Characters converting spells for this purpose can only sacrifice one spell, regardless of how many levels it has, per round.	[Eclipse, p.93]
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Way of Inner Fire / Eye of the Dragon (2x) (+6 CP, requires Dragonfire). With Eye of the Dragon, a character may absorb up to (Int score) incoming spell levels each day. He or she may only store a maximum of (2 x Con score) at any one time, however. Spell levels may be expended on other Dragon Path disciplines or, for +12 CP, to power spells as per a Rod of Absorption. Unlike the Rod, a master of the Eye of the Dragon may absorb any spell which would affect him or her, regardless of whether or not it has an area effect. Eye of the Dragon may be taken up to (Wis Mod+2) times and stacks with itself. For +3 CP the user may learn to absorb magic from items. Charged items yield 1 spell level/charge drained. Permanent items yield (Caster Level/2) spell levels but are negated for 24 hours. Spells generally cannot be partially absorbed, but if the Game Master allows this it results in a proportional chance of spell failure. For example, absorbing 2 spell levels from a 7th level spell results in a 2-in-7 chance of failure (in this case use a d8 and reroll 8's).	[Eclipse, p.93]
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Way of Inner Fire / Ride the Dragon (+6 CP, requires Eye of the Dragon). A character with Ride the Dragon may channel their Dragonfire energy into actual spells. The character may choose 10 spell levels' worth of spells of up to level 4 and channel Dragonfire energy into them as a standard action, casting them as spontaneous spells. Ride the Dragon may be taken up to (Wis Mod +2) times to gain additional spells.	[Eclipse, p.93]
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Feats	
Adept (Arcana, Perception)	[Eclipse]

PROFICIENCIES
Axe (Orc Double), Axe (Throwing), Battleaxe, Bolas, Chain (Spiked), Chakram, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Crossbow (Repeating Heavy), Crossbow (Repeating Light), Curve Blade (Elven), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Dire), Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Gnome Hooked), Hammer (Light), Handaxe, Hoopak, Javelin, Kama, Keyblade, Kukri, Lance, Laser, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Martial Weapon, Maul, Morningstar, Net, Nunchaku, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sai, Sap, Scimitar, Scourge, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspears, Shuriken, Siangham, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Sword (Two-Bladed), Sword Staff, Trident, Unarmed, Unarmed Strike, Urgrosh (Dwarven), Waraxe (Dwarven), Warhammer, Whip

TEMPLATES

Galen FireForge

HUMAN
RACE
20
AGE
Vision Test: Normal
Male
GENDER
VISION
None
ALIGNMENT
Right
DOMINANT HAND
6' 2"
HEIGHT
216 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
'
HAIR / HAIR STYLE
PHOBIAS
'
PERSONALITY TRAITS
INTERESTS
'
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION
DEITY
Humanoid
Race Type
Race Sub Type
Favored Class
EXP Factor: 100%; EXP Penalty: 0%
Normal

Description:

Available CP: 72 (Base) + 6 (Duties) + 18 (Bonus Feats) + 10 (Disads) = 106.

3d10 HD (18 CP)

+3 BAB/Corrupted for Melee Only (12 CP)

Saves +1 all around (9 CP)

Proficient with Light, Medium, and Heavy Armor and Shields, Corrupted/items must be especially modified and imbued with his magical power and become magically conspicuous (12 CP)

Proficient with All Simple, Martial, and Exotic Weapons, Corrupted/items must be especially modified and imbued with his magical power and become magically conspicuous (10 CP)

Equipment with Purchasing (Specialized; can only get level-appropriate items, process may require weeks or more, standard items only, must have an enchanting shop and work at it, must pay XP + half cost, 6 CP).

Enthusiast, Specialized and Corrupted/Points are only usable to create relics related to the Path of the Dragon (2 points for 2 CP).

Create Relic, Specialized and Corrupted/only with enthusiast points, only relics related to the Path of the Dragon, one-point relics only, no overflow (six points maximum). (2 CP). Relics currently provide Taskmaster and Hands of the Dragon.

Path of the Dragon: All powers Corrupted/require various foci. Those marked with an "" are Specialized / Only as prerequisites. Shaping (2 CP*), Dragonfire (4 CP), Eye of the Dragon II (8 CP), Ride The Dragon (Cure Serious Wounds, Personal Haste, other spells, 4 CP),

Adept (6 CP)

Eleven Skill Points (11 CP).

And I'll need to follow up about the Foci.

Biography:

AGE: Something appropriate

GENDER: Sexy Male

RACE: Human

HEIGHT: 6'6'

WEIGHT: 237
EYE COLOR: Blue
HAIR COLOR: Black